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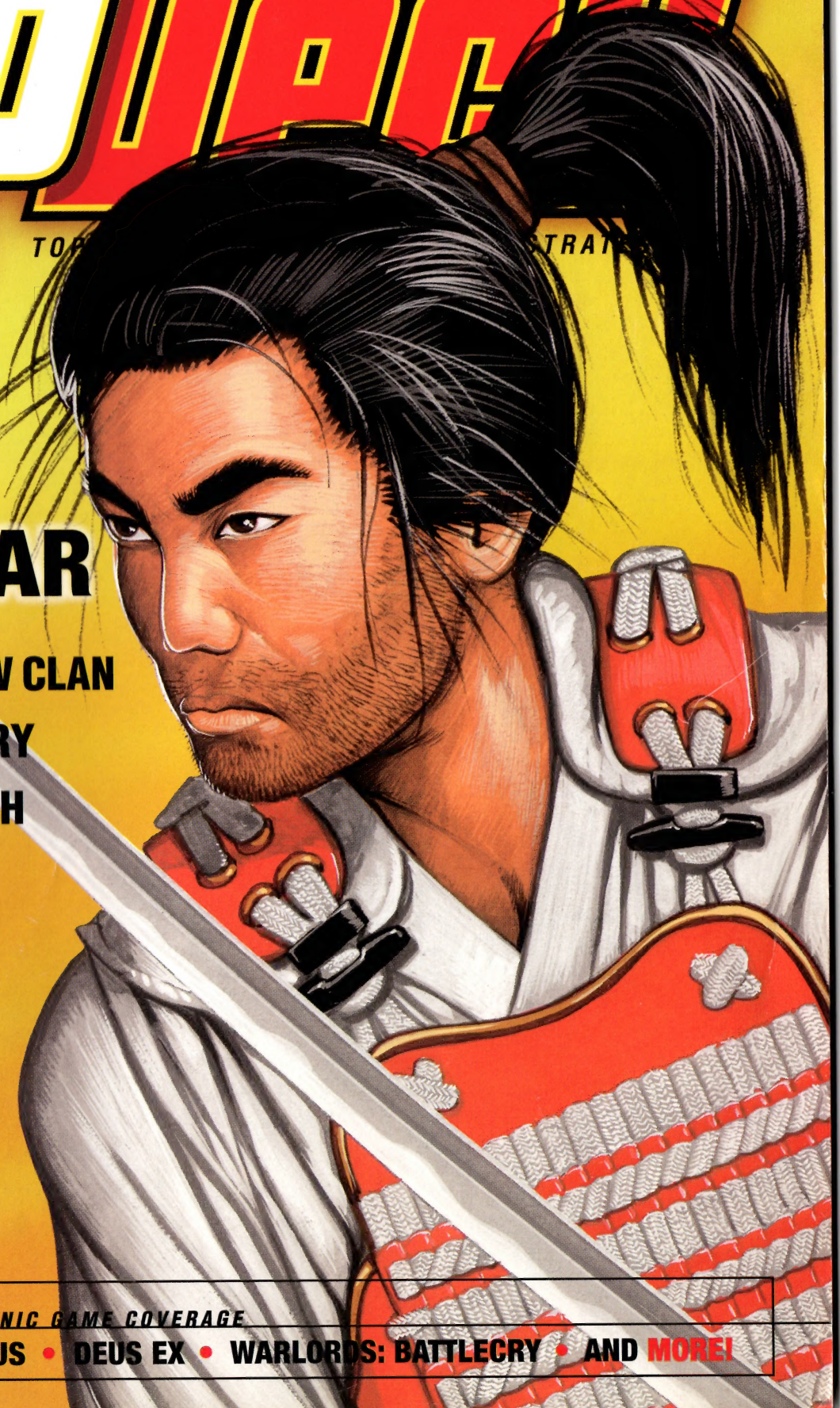
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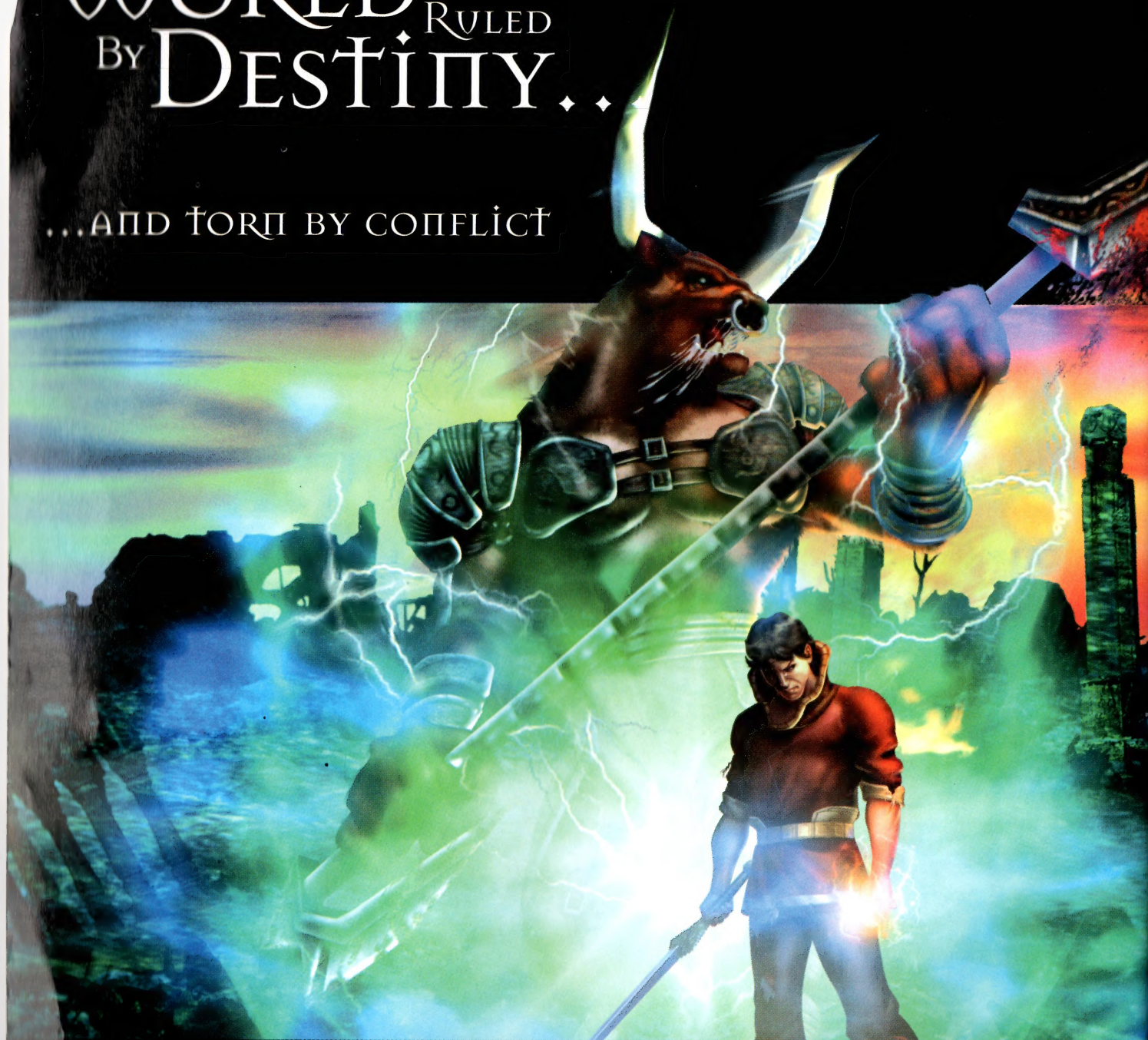
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Legend of the
Five Rings

The Spirit Wars

13 Total War

The Spirit Wars have now raged for thirty years on Rokugan. Who's winning? (And what cards are they playing?) *Wolfgang Baur*

16 Ringside

The spirits rise up...and form their own clan. *Wolfgang Baur*

18 Five Rings, Five Cards

The five sneakiest cards in *The Spirit Wars* set. *Mike Liesik*



ANTHONY GRABSKI

MAGIC

The Gathering®

39 Insider Trading

Design versions of *Invasion* cards. *Mark Rosewater*

40 Dirty Trix

Five powerful *Invasion* combos. *Elaine Chase*

42 In The Cards

Can you play like a pro? You can if you always make the right decisions. *Zvi Mowshowitz*

44 Deck Deconstruction

Best of the year: We deconstruct the 2000 World Championship deck. *Dan Gray*

46 How to Approach a Set

You bought three boxes of *Invasion* cards, but how do you choose which ones to play? *Zvi Mowshowitz*

52 Magic: The Puzzling

You'll have to split to win. *Mark Rosewater*

55 TopDeck Oracle

Invasion kicks Urza off the "block" and invades Standard tournaments.

TOPDISC

25 What We're Playing

We try to pick this winter's top games. *Jesse Decker*

26 Draconus: Cult of The Wyrn

Sword and sorcery: the Wonder® bread of fantasy gaming. *Eric Mona*

28 Diablo II

You won't see the light of day for weeks. *Rick Moscatello*

32 Deus Ex

Take two parts *X-Files*, one part *Quake*, and shake vigorously. *Charles Ardai*

34 The Wilson Wars

Our resident "old fart" takes a look at three new strategy games. *Johnny L. Wilson*

6 BackDeck

Cory takes a bite out of reality...and finds he likes the taste. *Cory Herndon*

The Dominaria Daily

November 04, 2000

VOL. 05 NO. 07

W O M A N
CONSUMES
PILLOW WHILE
SLEEPING.

Mary-Ann Implement was admitted to St. Martens Hospital early yesterday morning complaining of severe abdominal cramps. After pumping her stomach, doctors were dismayed to find a down pillow. At first stunned, Mary-Ann quickly put it all together: "Oh gosh, I had a dream that I ate a gigantic marshmallow! That explains why my pillow was missing in the morning."

See Woman Eats Pillow, page 3



AREA MAN EATS
RECORD 32 PIES
JUST FOR FUN!

Richard Kopec, of Main St., yesterday ate an unbelievable 32 pies. If this were a contest, he might have received a trophy for his efforts, but remarkably, Mr. Kopec ate them "just for the heck of it". After being released from St. Martins Hospital, Mr. Kopec said, we hope in jest, "Think I'll go home and eat 140 cheese slices".

See 32 Pies, page 3



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Man trades rare Magic card for a "magic bean".



Authorities are advising people to be on the lookout for a person who allegedly is enticing Magic players to trade valuable cards for "magic beans", capable of growing gigantic vines. According to Sgt. Leo Tarverdian, "A couple of people have come forward claiming they were cheated into trading Mox cards for beans guaranteed to grow into the clouds where treasures await." The individuals, who waited patiently in their garden for several days, were admittedly embarrassed to be taken by this con-man.

From the Editor

There's a smarter way to gain fame.

Make a good move. Participate in your local State, Provincial or Island Championship.

And here's a newsworthy item: Championship events are your first chance to try your hand at the new Standard format.



LOCAL RESIDENT
CLAIMS TO
HAVE WORLD'S
LARGEST BALL
OF EAR-WAX.

Hump Smedrick, an employee at St. Martens Hospital has apparently amassed the world's largest ball of ear-wax. What started out 15 yrs. ago as a small globule, has increasingly been added to over the years, so that it now measures 10 sq. ft. — about the size of a small car. Unmarried, Smedrick finds plenty of time to add to his collection, which he intends to auction off one day online.

See Ball of Ear Wax, page 4

INDEX

Life and Arts	2
Marketplace	3
Sports	4
Obituaries	4
Comics/Games	5
Classified Index	6



For more information, including rules visit www.wizards.com/champs

Reality Bites BACK!

Boy, have I had a hell of a time these past few months. Fortunately, Wizards lawyers were able to locate an ingenious loophole in my multiple contracts with the Prince of Darkness—apparently, I have no soul. So now I'm back, safe and sound, sweating beneath the lash of Overseer McDermott here at *TopDeck's* offshore Work Farm for Problematic Columnists on Pulau Tiga. As always, I pray for the release that death will bring.

Anyway, as I write this, the country has gone cuckoo for reality shows! Well, for *Survivor* and *Who Wants to Be a Millionaire* really, but *Entertainment Tonight* insists that America's obsessed, and who am I to argue? Of course, this cuckooniness may have abated by Thanksgiving—or whenever it is that you people will read this—but lack of an audience never stopped the gaming industry before! Let's find out what happens when gamers stop shuffling cards, rolling dice, spending so much time in the bathroom, and start getting real.

The Real World of RRPGs and RCGs

I ain't stupid—eventually, the humor well is going to run dry (or maybe it already has) and I'll need to retire fat 'n' happy somewhere in Wisconsin with my lovely wife, Charo, and our four were-children. To that end, I hereby announce my intention to form my own company—Wizards of the Cayman Islands Reality Roleplaying and Card Game Tax-free Holding Concern—and to file a patent for “reality card games,” which is of course completely my own idea. Place your pre-orders now at www.corysretirementsam.com.



WotCIRPaCGTfHC Debut Releases

Surviv 'Er

This debut roleplaying game from WotCIRPaCGTfHC requires a bit more setup than your average RPG, but it's worth it! Based in part on CBS's *Survivor*, the little-seen River Phoenix movie

Dogfight, and that old joke about chewing your arm out of a coyote trap, this title casts players as desperate single guys trying to get a little action in a run-down bar on ladies' night. Female gamers (both of you) will get a look at the “other side” of the awkward, drunken, one-night-stand proposal (and maybe learn a little something in the process). The rest of you will actually have a chance to meet and talk to a girl—even if she's got an involuntary spitting problem, two glass eyes, worse taste than you do, and is run by the GM.

Who Wants to Make Cory a Millionaire?

It's easy! It's fun! It will get me off your back about that 20 bucks you owe me! That's right, this clever new game comes with no parts, no board, not even a single six-sided die. The point of the game is simple: Buy it and make me rich! You can even play at home. Just write out a check to me and mail it to the address below. I promise I'll go away if you'll just pay me. C'mon, don't make me beg....

ProTourPlayerCrazy

In contrast to *Surviv 'Er*, we present this girl-oriented party card game that's sure to be the hit of the next pajama party. Each girl starts play with her “mystery date”—an attractive, photogenic Pro Tour player. Throughout the game, girls can play “contact cards”—such as “Here, Take My Speed Stick,” “The Mumble Maneuver,” and “My Eyes Are Up Here”—that simulate actual social interaction with a real **Magic** player. Build up enough contact points and you might just escape your date!

Real Complaints Deserve Real Attention

It's really true that this real edition of “BackDeck” might not be real funny to a lot of real people. (Well, I have to take the Overseer's word that they're real people. He just might be writing responses himself to afford me a brief glimmer of hope that he can then squash like a cockroach.) Send your complaints, objections, and half-eaten rats to: “My Real Butt, P.O. Box 707, Renton, WA, 98055.” Funniest complaint gets a prize. “Funniest” can include “ha-ha” funny or “that guy keeps looking into my bathroom with an infrared telephoto lens” funny.

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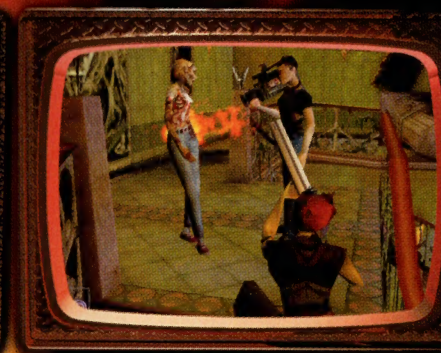
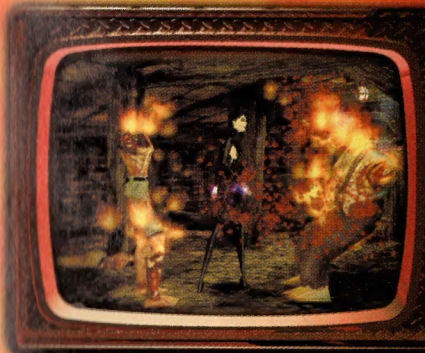
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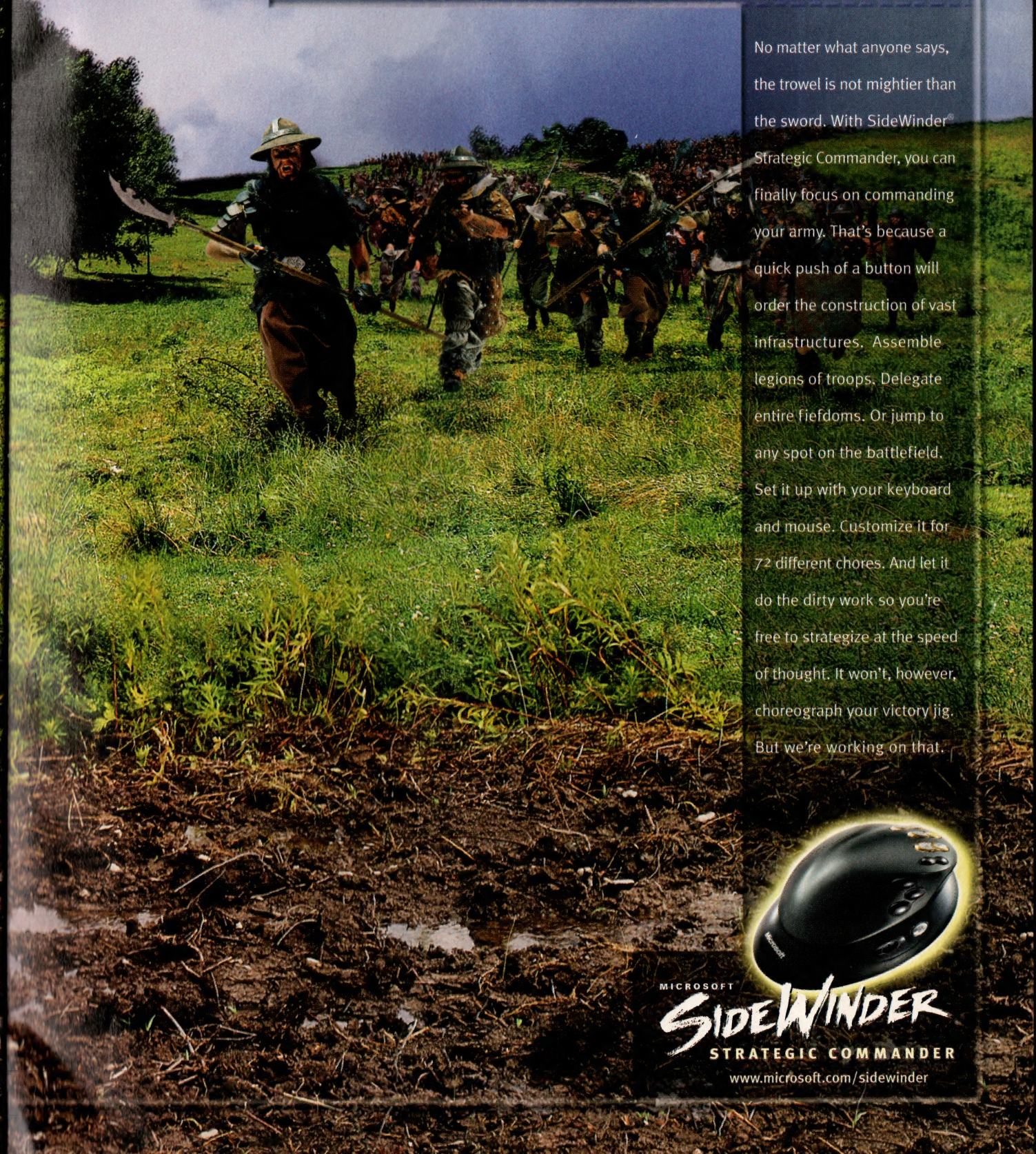


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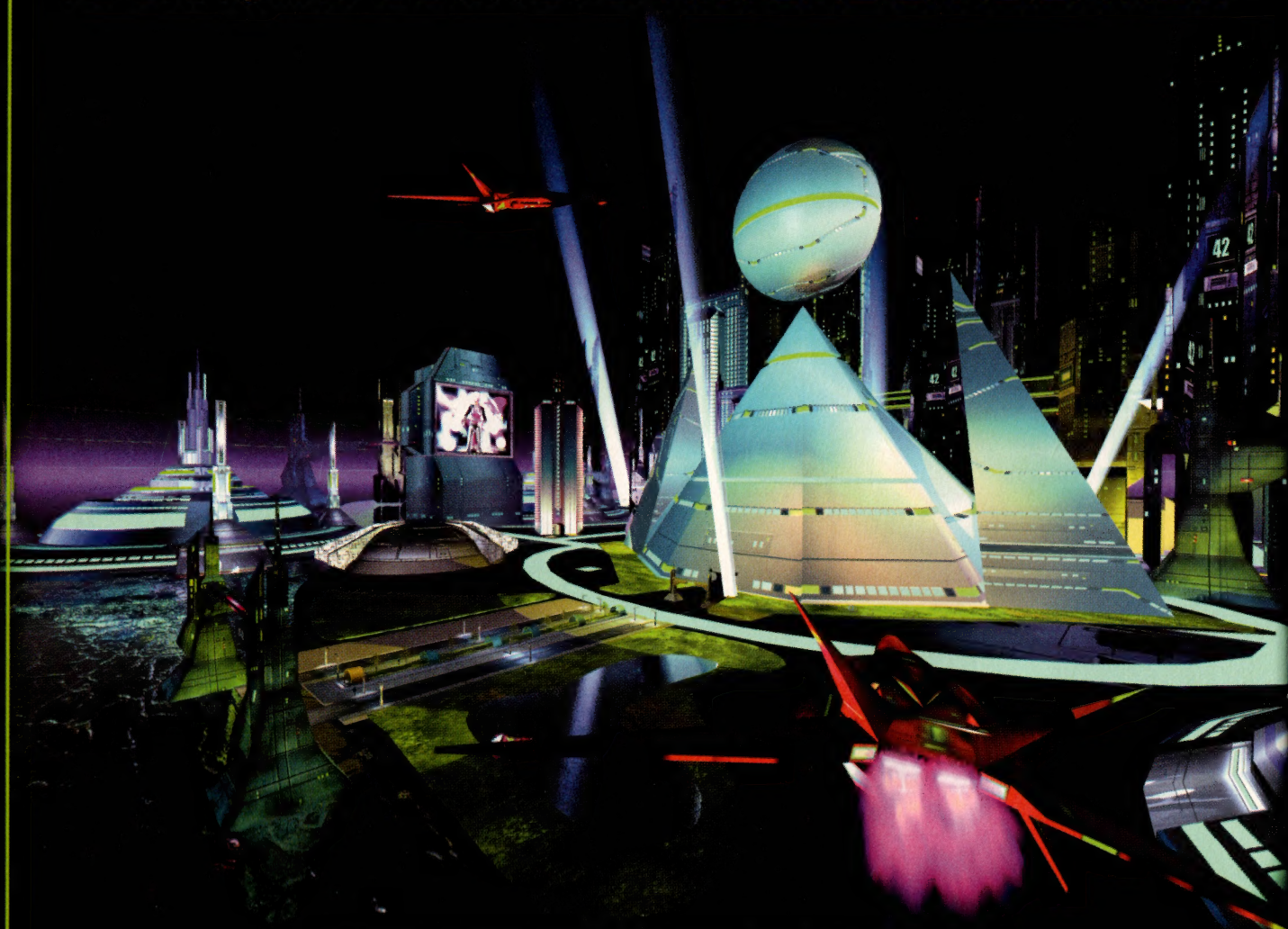
The plague of giants arrives November 2000.

MAGIC
The Gathering®



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SPIRIT WARS OVERVIEW
BY WOLFGANG BAUR

What to expect when The Spirit Wars invades L5R.



JUSTIN NORMAN

Total War

Hantei XVI Seizes the Throne!

There's never been a better time to start playing the **Legend of the Five Rings** (L5R) trading card game. *The Spirit Wars* card set is part of a "reset button" on the environment, a bridge between the *Hidden Emperor* story arc that ended at the Battle for Oblivion's Gate back at **Gen Con** and the new *Gold Edition* set coming in 2001. *The Spirit Wars* offers the first non-promo cards marked with the *Gold Edition* icon, and about three-quarters of the set is Gold legal.

The characters previewed in *The Spirit Wars* will reappear in *Gold*, growing up during the 30-year gap between the two. Since *Gold Edition* will establish a new environment, *Spirit Wars* can kill off Personalities just as ruthlessly as the *Time of the Void* expansion did after the Day of Thunder. This is the beginning of a new three-year story arc.

The Spirit Wars is L5R on fast-forward; it covers the period after the Battle for Oblivion's Gate before *Gold Edition* resets the clock. It introduces new Personalities, a brand-new Clan (the Spirits), and several major card themes: hand size, Fear, Tacticians, and discard tricks.

Major Story Points

As you might expect, things change a lot. Here are the story highlights and some predictions about which clans will make the cut in *Gold*:

- **Toturi's Children** Kaede and Toturi have three children, nicknamed the Sword, the Wolf, and the Anvil. They show great prowess, but all three are younger than Toturi's bastard son by his first love, the geisha Hasuko. Who will rule? Hard to say.
- **Akodo Restored** To no one's surprise, Toturi reinstates the Akodo family of the Lion. Ginawa is the daimyo. The Akodo are the perfect tacticians, and damn honorable to boot.
- **Hantei XVI and Tsuneo Defeated** A major battle at Beiden Pass, crossroads of the Empire, results in the death of the Spirit army at the hands of Phoenix, Crane, and Lion. Lion and Crane suffer major losses battling the Spirits. Scorpion treachery works against the Spirits, despite appearances otherwise.
- **Kumo on a Rampage** The great sea spider, full of the blood of the Hantei, lays waste to the most fertile lands of Rokugan, destroying Golden Sun Plain, the richest Asahina and Dragon lands, and the ports of the Mantis. In the wake of Kumo's attack, the Crane betray the Fox, and the alliance between them collapses; indeed, the entire Yoritomo's Alliance falls.
- **Aramoro Dies** Speaking of the dead, *The Spirit Wars* kills off a lot of the old guard. Daidoji Uji dies. Taka dies. Kuwanan dies, though Doji Reju tries to save him. Tsanuri dies. Expect more casualties due to age and war in *Gold Edition*.
- **The Naga Sleep** After defeating the Foul, the Naga retreat to their cities and their ancient sleep. Chances are good that in *Gold Edition* the Naga are out of the base set, as well as the Ninja, Yoritomo's Alliance, and the Spirits (note that the Spirit Stronghold has only a Jade bug, not a Gold bug).



DAVID MARTIN



AUDREY CORMAN

Lucky 13: Cards to Watch For

Wizards of the Coast packed *The Spirit Wars* card set with powerful Events, new Personalities from lesser families, and terrific Action cards. With a focus on Spirits, Fear effects, and Tactician bonuses, the Lion are major beneficiaries. Shadowlands, Phoenix, Spirit, and Crab Clans also benefit. Here are some notable storyline cards and power cards from the set:

- **Quiet Tombs** These tombs are deadly! Everything gets discarded from play, death for Master of Five or Enlightenment decks that need to use Kami Watch over Me or Kaede Sensei to fetch the winning card.

- **Hantei XVI** With a tough Honor requirement, he's still worth it for Honorable Military decks, or even for Honor-running decks with a militant streak.

- **Snow Crane Tattoo** Okay, I'm a goobing fan of dueling cards. This one's not bad at all for Dragon: sort of a reverse Poisoned Weapon, with a great intimidation factor. Go ahead, focus. Make my day.

- **Otomo Dsichi** One more way to gain an additional Province, this Personality joins about eight other cards in the "gain-a-Province" category. It might become popular in Ratling decks—but probably will be limited to Crane and Dragon Honor-runners.

- **Shrine of the Evening Star** This card allows the Phoenix to recycle an Honorable Dead Personality back into play. The card is the storyline payoff for the Clan's victory at the Strike at Midnight global storyline tournament.

- **Fields of the Sun** Youch, a way for Honor-runners to gain 10 or more Honor from a single battle! This Region fills in for Shinsei's Shrine in Strict Jade and *Gold Edition* decks. Good thing it's Unique, same as the equally devastating Miya Yemi.

- **The Walls** The four great walls of Otosan Uchi return with Experienced versions—the first time we've seen Experienced versions of Fortifications. Combined with the Moon and Sun Event from *Soul of the Empire*, it seems that you can achieve the Four Walls victory easier than ever—but you can only achieve it using an Open deck.



- **Hida Sukune (Exp. 2)** So I'm an old L5R fogey, but this gets me teary-eyed: my favorite Spirit card, back from the earliest days of the storyline. Hida Sukune still hates the Shadowlands, and for 12 Gold, he's not a bargain. But he's back.

- **Imperial Census** A fine way to keep swarm decks and "off-the-Stronghold" speed decks (such as Toturi's Army, Fox, and Lion) from dominating. This will probably see use in any deck not planning on a Military win.

- **Kaiu Sensei** Fortifications got better in *Soul of the Empire*, and are continuing that trend with this Sensei. Suddenly, a Forest of Thorns or Pitch and Fire is a threat at every Province. This is a strong defensive Sensei—but will anyone use it outside multiplayer games?

- **Luring Tactics** A strong addition to any Tactician deck, this allows for all sorts of tricks during the Attack Phase. And a movement card with a Focus value of 4 is always welcome among Tacticians.

- **Oni Spawn** Three permanent Force for 0 Gold is a good deal for Spawning Grounds players, even if it does require bowing an Oni to do it. That's what Lesser Oni are for, right?

- **Daidoji Hachi** Holy dueling Crane! The best 5-Gold, 3-Personal-Honor Crane we've seen in a long time. He would be better than Sembi except for the 8 Honor requirement. For Crane from Kosaten Shiro or the Esteemed House, he's second-turn. From the Iron House, he's first-turn because he's Daidoji.

Wolfgang Baur went to *Gen Con* to play Naga. What was he thinking?



BRYON WACKWITZ



Fear the Lion

The Lion Clan has always had great Tacticians and lousy Gold Production; that hasn't changed, but the improvement in the Lion's Fear abilities in the last two sets is remarkable. Several *Spirit Wars* cards give immunity to Fear (Where Tsanuri Fell) or strip it away (Infantry Charge and Nightmare). Combined with Dark Plains, Devastation, Deadly Fright, Deathseeker Technique, and Where the Sun Walked from *Soul of the Empire*, it seems that the once laughably underpowered Fear effects are now a threat, especially to Follower-heavy Ratling and Toturi's Army decks. Combined with older cards such as Face of Fear (from *Anvil of Despair*), Way of Death, and Unrelenting Terror (from *Hidden Emperor*), this all adds up to more flexibility in designing Shadowlands, Spirit, and Lion decks.

This is a Strict Jade-format Lion deck that uses both Fear and Tactician effects. The deck can consistently take a Province from an opponent with Province Strength 5 or less on the second turn. If you are lucky, it can generate double-digit Force on the second turn. For example, Morishigi gains Shiryō no Gohei as an Ancestor, Charges, becomes a Tactician with the Stronghold ability, and focuses a 4—for a grand total attacking Force of 11. A Spearman Follower brings him up to 13.

As with all Tactician decks, Focus values matter. Sixteen of the 39 cards have a Focus value of 4 in this deck, and 17 have a Focus value of 3. The remaining six are split with three each having a Focus value of 1 and 2.

To modify this deck for use in Open, add Matsu Gohei, Return of Fu Leng, and Merchant Caravans to the Dynasty deck, and Test of Courage, Superior Strategist, Ancestral Armor and Sword, and His Most Favored to the Fate deck.

Fear and Tactics (FAT)

Stronghold
Noble Halls of the Akodo
(with Hantei Sensei attached)

Dynasty (40)

Personalities (20)

- 2 Akodo Ijiasu
- 2 Akodo Quehao
- 3 Ikoma Gunjin
- 1 Ikoma Gunjin (Exp.)
- 2 Ikoma Ken'o
- 1 Kitsu Osen
- 3 Matsu Morishigi
- 3 Matsu Suhada
- 3 Matsu Toshiro

Events (5)

- 1 Birth of the Sword
- 1 Evil Feeds upon Itself
- 1 Inheritance
- 1 Revering the Past
- 1 Troll Raiders

Holdings (14)

- 3 Copper Mine
- 1 Fortress of the Dragonfly
- 3 Gambling House
- 3 Large Farm
- 1 Simple Hut
- 3 Small Farm

Region (1)

- 1 Golden Sun Plain

Fate (41)

Sensei (1)

- 1 Hantei Sensei

Followers (5)

- 3 Ashigaru
- 2 Spearman

Actions (31)

- 3 Charge
- 2 Counterattack
- 2 Deathseeker Technique
- 3 Fearsome Strength
- 3 Luring Tactics
- 3 Rallying Cry
- 3 Scaring the Masses
- 3 Sneak Attack
- 3 Souls of the Betrayed
- 3 Tactical Maneuvers
- 3 White Shore Plain

Ancestors (3)

- 1 Shiryō no Gohei
- 1 Shiryō no Taisa
- 1 Shiryō no Tsuko

Elemental Ring (1)

- 1 Ring of the Void

Spirits Stalk the Land

The Ghostly New Clan of L5R

In the Spirit

Spirits are scary. With their golden glow, their knowledge of the past, and their relentless devotion to carving a place for themselves from among the living, the horde of ancestors recently returned from the afterlife is making a mess of things in the Empire. This month, "Ringside" looks at the newest *Legend of the Five Rings* clan, the Spirits.

Dynastic War

Many spirits now "trapped" in Rokugan don't want to return to Jigoku, the afterworld. They could commit seppuku to return to the afterworld as honorable dead, treated with respect and dignity. But some have no intention of going back. They are flesh and blood again and won't give that up.

Worse, these spirits won't give up their old titles and powers, and so they band together to take those titles and powers by force. Leading them is Emperor Hantei XVI, a wicked spirit who insists on his right to rule, and Hida Tsuneo, his greatest general. Given that Toturi has no imperial blood, Hantei has a point, but he's also a complete tyrant. The battle lines quickly form between Hantei's army and the living.

The Spirit Stronghold

This set provides three new Strongholds: the Akodo Lion, the Asako Phoenix, and the Shrine of the Spirits. The Spirit Stronghold has 4 Gold Production and 6 starting Family Honor, but 0 Province Strength. The Stronghold makes up for this by granting six starting Provinces rather than the usual four. Spirit players cannot use Events (which makes When Spirits Walked from the *Soul of the Empire* set a complete coaster), and they cannot achieve an Enlightened Victory.

On the plus side, the Spirits have a much larger base of Personalities to draw from than the Ratlings or the Ninja. Looking back to the *Ambition's Debt* (AD), *Fire and Shadow* (F&S), *Soul of the Empire* (SotE), and *The Spirit Wars* (SW) sets, we find 31 Spirit Personalities to work with (see sidebar). Since all Spirit cards get the in-Clan discount, you can bring any Spirit with a Gold cost up to 6 into play using the Stronghold or Shrine of the Dead. Furthermore, the Spirit player starts with a better-than-average number of Cavalry Personalities: Bakeneko, Ide Gokun, Kumo, Kumo (Exp.), Mizuichi, and Matsu Agetoki (Exp. 2).

The Spirit Clan

Personalities	Gold Cost	Set
Asako Sagoten	6	F&S
Bakeneko	6	AD
Bayushi Baku	5	FK
Bayushi Baku (Exp.)	7	SW
Bayushi Meharu	3	SotE
Doji Meihu	6	SW
Hantei XVI	8	SW
Hida Sukune (Exp. 2)	12	SW
Hida Tsuneo	10	SW
Ide Gokun (Cavalry)	6	SW
Isawa Metigaru	5	SW
Isawa Tomo (Exp. 2)	10	SotE
Kakita Yoshi (Exp. 3)	9	SotE
Kitsu	8	F&S
Kitsune	6	SW
Kumo	7	SL
Kumo (Exp.)	7	F&S
Lsinyuan	4	SW
Matsu Agetoki (Exp. 2)	12	SotE
Mirumoto Watanubo	8	F&S
Miya Dosonu	5	SW
Mizuichi	6	SW
Nue	5	AD
Shiyokai	4	AD
Taikon	5	SW
Togashi Mio	6	SW
Toturi the First (Exp. 4)	15	SotE
Tsi Yoji	7	SW
Uldori	7	SW
Usagi Gohei	8	SW
Yeiseo	3	SW
Regions		
Cursed Ground	—	SW
Land of the Dead	—	HoR
Followers		
Asako Riders	9	SW
Spirit Guide	5	Base Set
Spirit Hounds	4	SW
Spirit Legion	9	HoR
Swamp Spirits	0	Base Set

Spirit Strategy

The primary problem that the Spirit Stronghold faces is lousy defense; 0 Province Strength with no defensive Events almost guarantees it loses the first two or three Provinces very quickly. The Spirit player needs other defenses; Regions like Cursed Ground, Twilight Mountains, and Land of the Dead preserve Provinces.

The second problem that the Spirit player faces is a Gold chain that doesn't "buy itself"—that is, its basic Clan Holding (Shrine of the Dead), does not produce enough Gold to buy another copy of itself. This is the same problem faced by Toturi's Army players, who can use Basecamps to buy Unaligned or Toturi's Army Personalities or Followers, but not to buy another Basecamp.

While the Spirit deck presented this month is a Military deck, the Clan has five 3-Personal-Honor Personalities—Bayushi Meharu, Kakita Yoshi, Ide Gokun, Togashi Mio, and Usagi Gohei—enough to attempt Honor-running. However, the lack of Event support makes a strong defense tough to sustain. Spirits can maintain a dueling theme fairly easily; Doji Meihu, Bayushi Meharu, and other Spirits have fairly good Chi. With six Provinces, a Spirit player can easily find a copy of Glory Grounds by the end of turn two. Glory Grounds plus Come One at a Time can often provide 6 Honor or more on defense.

Get Spiritual

This month's deck offers a terrifying array of interlocking Chi-destruction and Fear effects to create a powerful offense. Evil Portents combines with Bloodstrike, Bakeneko, and Shiyokai to rain Chi destruction on your enemies; indeed, this deck destroys Chi effectively enough that the Twilight Mountains Region works for a while. Nue can bow a Personality with 5 Chi or less when it is defending at the Land of the Dead.

Because this deck loses Honor rather quickly, it cannot bring Hantei XVI into play without Asako Sagoten. Hantei XVI can easily prevent or delay an opponent's Honor Victory by several turns—but the Spirit player should always dump him when fighting a Military or Enlightenment deck.

The easiest combo of all relies on Damesh to reduce your opponent's Province Strength to 0.

With Damesh and a single Superior Tactics, you can take out anyone's Province (despite any Province Strength bonus gained from your Savaged Fields).

You can combine the Fear effects of Cursed Ground with Unrelenting Terror to bow even the largest opposing Followers. This deck is vulnerable to Naga and Shadowlands decks (which are immune to the Fear effects of your Followers) and to Dishonor decks. Damesh and the Yakamo's Smile offset the first problem; Sagoten and The Wind's Truth usually handle the second.

Finally, the deck includes two special *Heroes of Rokugan* (HoR) cards: Land of the Dead and Spirit Legion. Wizards of the Coast sold *Heroes of Rokugan* only to Imperial Assembly members and to a lucky few fans at Origins and Gen Con. If you don't have these cards, substitute Mystic Ground or Great Crater for Land of the Dead, and an Imperial Legion or Skeletal Troops for Spirit Legion. The only other card you may not find is Evil Portents; possible substitutes include Accessible Terrain (good for Cavalry) and Sneak Attack.

Wolfgang Baur wants to write fortune cookies for a living.



Angry Spirits

Stronghold
Shrine of the Spirits
(with Kaede Sensei attached)

Dynasty (40)

Personalities (22)

- 2 Asako Sagoten
- 3 Bakeneko
- 3 Damesh
- 1 Hantei XVI
- 1 Hida Tsuneo
- 3 Isawa Metigaru
- 2 Mizuichi
- 3 Nue
- 3 Shiyokai
- 1 Yeiseo

Holdings (10)

- 1 Jade Works
- 3 Merchant Caravan
- 3 Small Farm
- 3 Shrine of the Dead

Regions (8)

- 1 Cursed Ground
- 1 Doji Plains
- 1 Golden Sun Plain
- 1 Land of the Dead
- 3 Savaged Fields
- 1 Twilight Mountains

Fate (40)

Sensei (1)
Kaede Sensei

Actions (16)

- 1 Counterattack
- 3 Evil Portents
- 3 Face of Fear
- 1 Loss of Face
- 3 Rallying Cry
- 3 Superior Tactics
- 2 Unrelenting Terror

Kihos (9)

- 1 Banish All Shadows
- 3 Bloodstrike
- 1 Hitomi's Glare
- 3 The Wind's Truth
- 1 Yakamo's Smile

Followers (13)

- 1 Asako Riders
- 3 Cultists
- 2 Skeletal Troops
- 3 Spirit Hounds
- 1 Spirit Legion
- 3 Zombie Troops

Elemental Ring (1)

- 1 Ring of the Void



ANTHONY GRABSKI



JUSTIN NORMAN

Five cards that don't necessarily suck.

Sleepers

At Second Glance

Now that The Spirit Wars card set has hit the streets, it's time to look at a few more cards. Last month we showed five "power" cards. This month's cards may seem trivial at first, but upon closer inspection you may find them incredibly detrimental to your opponent.

Hesitation

For just 4 Gold you can target another player, who must pass the next time that he or she could take a Limited or Open action. That player can either bow his or her Stronghold or discard two cards from his or her hand to negate Hesitation's effect. If he or she chooses to pass, you can pass as well and end the Action Phase. Master of Five decks, Follower decks, Enlightenment decks, and Honor decks—Hesitation hurts them all. It can also prevent your opponent from attaching Followers or Items during his or her turn to increase his or her Force against your impending attack. If all else fails, at least your opponent's Stronghold bows or he or she now has two fewer cards in his or her hand.



Arriving at the Imperial Gates

Arriving at the Imperial Gates is a double-edged sword. Personalities with low Force and high Personal Honor, like Ikoma Gujin, Toku, Lady Kitsune, and the Ki-Rin, have nothing to lose. Actually, they all become much more powerful. On the other hand, Personalities like Hitomi, Hida Kisada, Abresax, and Yoritomo suffer greatly when someone plays this Terrain. When used in conjunction with cards that prevent or cancel Force bonuses, Arriving at the Imperial Gates can be an incredible defensive card. It can be just as effective in a speed attack deck. Watch as Matsu Gohei becomes even more powerful; his printed Force goes to 3, and he's +2F when attacking!



Miya Sensei

With the release of even more Sensei cards that allow Personalities to gain their controller's Clan trait, Miya Sensei is a great counter. When used against a Ninja deck, Kage Sensei can be incredibly effective. Since Ninja are not renowned for their ability to gain Honor, Miya Sensei greatly slows their ability to bring their Kolat Personalities into play. The Spirit Wars also introduces three more Sensei cards that have the same effect as Kage Sensei does. Of course, this also penalizes players who use a lot of out-of-Clan Personalities.



Chou-Sin

A Personality who straightens at the beginning of every player's turn is nothing to be laughed at. Chou-Sin easily beats out Toku in the "Best Personality to Lobby for the Favor" category. He's also handy if Blessings of Isawa has come up. Attach Boundless Depths of Water, and you can draw at least one extra card during every player's turn. The down side is that you can't raise his Force and Chi except through focusing. In a multiplayer game, Chou-Sin is great. Since allying units bow at the end of battle, whether attacking or defending, you can send him as an ally, gain your 2 Honor, and have him straighten at the beginning of each player's turn.



Revealing the Bastard

Revealing the Bastard allows Events that have already resolved to resolve a second time. It also negates any residual effects of previously resolved Events. This totally wrecks Abandoning the Fortunes or Doom of the Dark Lord as a means to win the game. Master of Five decks will surely hate to see this one, too, as it kills their victory condition. Honor decks will run this against such Events as In Time of War and Time of the Void. It also screws up Events like Alliance, Dark Energies Run Red, The Darkest Magics, and Far from the Empire. If both you and your opponent use the same Events, Revealing the Bastard gives both of you a shot at using those cards if the opponent's Event has already resolved.



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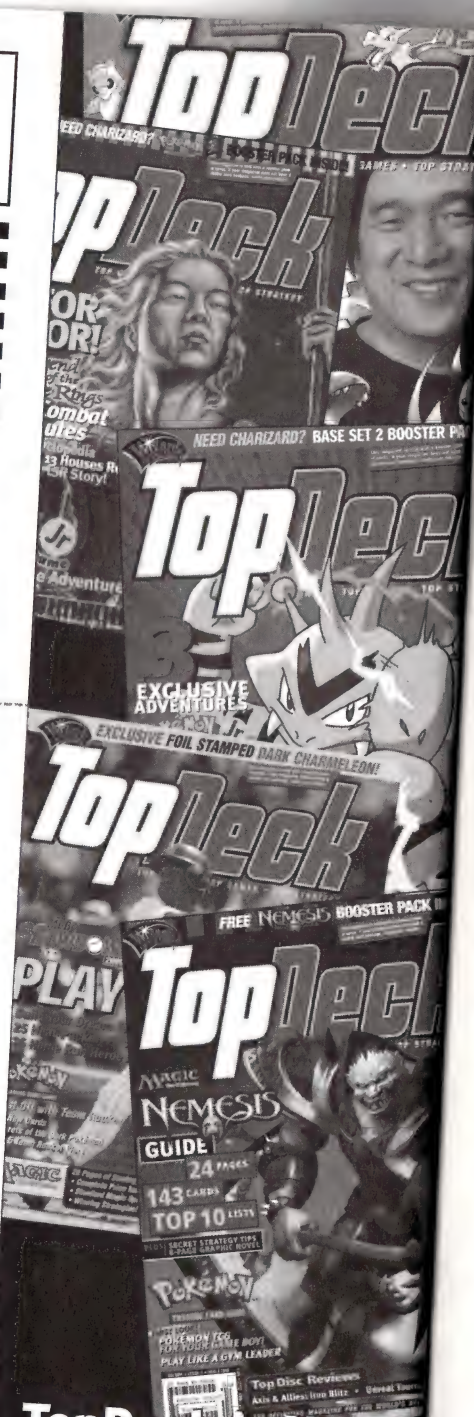
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What We're Doing

by jesse decker

Every month, *TopDeck* brings you reviews and strategies for the electronic games that we actually play. We'll use this page to give you an idea of what games we'll be covering in the coming months. Sometimes, we'll use it as a place to let you know what games other readers are playing.

What we're playing



CHICKEN RUN (THQ)

We don't have this one in the office yet, but we're all fans of the movie. Any game that lets us lead chickens in a do-or-be-cat-food breakout à la *The Great Escape* is at least going to get a look.



TONY HAWK'S PRO SKATER 2 (ACTIVISION)

It hit store shelves in September, and those of use with PlayStations were right there to grab the first copies. As many of you know, *Tony Hawk's Pro Skater* was a phenomenal success. It brought the joy of skateboarding back to gamers who bought their first skateboards in the '80s, and it let the kids frequenting the skate parks today have a shot at pulling off a 780°.



THE LEGEND OF ZELDA 2: MAJORA'S MASK (NINTENDO)

Like *Tony Hawk's Pro Skater*, *The Legend of Zelda* filled many weekends with game play, was responsible for many a pile of laundry to be left undone, and caused more than one social studies paper to be



turned in late. Since May, the Editor-in-Chief has been walking around the office saying, "I'll review *Majora's Mask*." Well, he's got it now, and you'll get *TopDeck's* review as soon as we can pry the controller out of his hands.

HEROES OF MIGHT AND MAGIC III (UBI SOFT)

Most of us on the staff of *TopDeck* lost many, many hours to the great *Heroes of Might and Magic II*. While no one here went crazy over the PC release of *Heroes III*, the Dreamcast release offers something rare: solid, turn-based strategy on a console.



What we're waiting for



TONY HAWK'S PRO SKATER 2 (ACTIVISION)

If you haven't rediscovered your eighth-grade self through the first *Tony Hawk's Pro Skater*, do so now. Even over-the-hill gamers in their mid-30s (read: my boss) caught the skating bug when *Tony Hawk* fever swept through the office. By the end of this month, we'll have a new port of the sequel on the Dreamcast.



- 26 DRACONUS: CULT OF THE WYRM
- 28 DIABLO II
- 32 DEUS EX
- 34 WARLORDS: BATTLE CRY, METAL FATIGUE, & DOGS OF WAR



Because, hey, it might be out...

RUNE (G.O.D.)

Gathering of Developers says "Fall 2000 release." All we know is that *D&D* third edition has reinforced our natural gamer inclination to swing a warhammer at some hapless monster's head. Since we've all finished *Diablo II*, *Rune* might be the best way to do that on a computer.



Because, hey, it might be good...

ANNE MCCAFFREY'S FREEDOM: FIRST RESISTANCE (RED STORM)

Anne McCaffrey seems like a must-read for any growing gamer. What we can't understand is what this excellent author has to do with video games. Sure, games show up all the time with licenses like this one, but the title of this game just seems like name-dropping.





Before we begin, I'd like to tell a story of swords and sorcery. Once upon a time, when the age was dark and children played in the ruins of great civilizations, an evil came upon the land. This evil was personified in the form of a dragon, a great winged beast that rode the winds of war, gathering trolls, goblins, and other foul creatures to its decadent banner. The people of the world were at a loss as to how to defeat the dragon, until a champion born of the blood of past heroes arose. This champion attacked the dragon's minions with blade and magic, piecing together the fragments of a great artifact that would provide the only hope of defeating the dragon. Once the artifact had been assembled and used, the weakened dragon and stalwart hero met in personal combat. The hero won, of course, and a new sun dawned upon a free land. That's the plot of Crave Entertainment's **Draconus: Cult of the Wyrms**. And a whole lot of other things, too.

Draconus: Cult of the Wyrms

EVERYTHING OLD IS STILL OLD

by erik mona

You've Been Here Before

If you've never read a fantasy novel, played a game of **Dungeons & Dragons**, or sat down in front of a computer or console fantasy game, your grubby little gamer hands are probably aching in anticipation to play **Draconus** from start to finish, enthused at all of the new discoveries you're likely to make. Since I'm reasonably certain the only way a reader of this magazine might fit into that demographic is if someone's mom is reading the only thing left in the bathroom, that brings us to the game's main stumbling block.

While the story of **Draconus** (dragon, bad guys, hero, artifact, fight) might be new to your mother, it's not likely to draw any oohs and ahhs from you. All of the generic fantasy tropes are trundled out one after the other in a time-tested formula of derivative hack-work. Treetop village filled with elves? Check. Floating castle? Check. Humorous traitor goblin creature? Check. This story has been told hundreds of times before, and on the surface there's nothing about **Draconus** that offers a spin on the genre. Story-wise, you've no doubt played this game a half-dozen times before. Despite all this, however, it's probably worth your time to play it again.

Make no mistake, **Draconus** is totally unoriginal, but for all that it's also pretty well done. While the story leaves a lot to be desired, the various levels are well designed, probing the delicate edge of being too large or complicated without blundering over the precipice. A fair number of levels are filled with standard (though in this case engaging) cave or dungeon romps, but an equal number offer more interesting locales.



MY HAND HURTS. Weapons improve as you gain experience.

The Usual Looks Good

The most striking level involves a city at the bottom of a large gorge that has been flooded for much of the recent age. Tasked with rescuing an (you guessed it) artifact from the ruined shop of a famous metalsmith, our hero must first befriend a tribe of monsters, who lead the way to a device that drains the gorge. Thereafter, the extremely damp city lies open for exploration. Getting the artifact involves making a deal (at the end of a swordpoint, of course) with a gang of crooked skeletons, who are too dumb to realize that not only are they dead, but that you'd be more than happy to kill them again without a second thought.



OOGA BOOGA. Cynric casts a spell.

GO TOWARD THE LIGHT! Our hero blocks a killing blow with his magic shield.



In **Draconus**, you play the aforementioned "chosen one," who can take the form of the burly male fighter Cynric (slow, good with sword, crummy with magic) or the vixenesque (and dreadlocked) Aeowyn (fast, crummy with sword, good with magic). Just once in my life I'd like to see a fantasy game in which the woman is the strong one and the guy is the sneaky magic wielder. It hasn't happened yet (so far as I know), and when it does, I'll do a little happy dance on the crushed jewel boxes of every trite fantasy game in my collection. For all that, Cynric and Aeowyn are well rendered, and their voice acting induces fewer cringes than most games in the genre. In fact, the dialogue of the heroes (for the most part identical, regardless of which character you choose) is the only self-aware part of **Draconus**. At times it seems as if the characters themselves know they're running through a very hoary gauntlet, and their impatience with the standard "boilerplate" roleplaying encounters is often a little amusing. On the other hand, your character is supposed to be saving the world, so it more often comes across as inappropriate snarkiness.

It's worth noting that the voice of one of the heroes' elven friends, Ansorin, is provided by *Star*

Trek alumnus George Takei. There's no mistaking Sulu's laconic accent underneath those pointy ears, and hearing it brought a smile to my face. The other voices aren't immediately identifiable, but everyone does a fine job (even the goofy goblins and dim-witted giants). Though I'm a long way from declaring the end to sucky voice work (**House of the Dead 2**, anyone?), recent Dreamcast titles have gone to great lengths to rectify what's usually one of the most shameful elements of even otherwise wonderful games.

You've Got a Sword, Use It!

Draconus's intuitive controls allow you to swing your hero's sword arm with the analog stick, while the pad controls general movement. Buttons command your shield and magic. The latter is extremely useful against end bosses, but it's of little utility most of the time (in fact, wasting magic on grunts is a good way to get yourself pole-axed when fighting bosses later). Fluid movement of the analog stick produces graceful sword combos that look a lot like real fighting. The fights in **Draconus** are quick, often punctuated by heroic leaps or whirlwind spins. The "feel" of hand-to-hand combat is reminiscent of **Bushido Blade**'s sword battles, though unlike that samurai Playstation classic, it's pretty difficult to be killed, even when swarmed by lesser opponents like giants, skeletons, goblins, and (gasp!) the powerful dragon-men servants of the big bad dragon.

And that's a problem, really. While the combat is fast, furious, and fun, it's not particularly challenging. With the right mix of magic and outright attacks, even the end bosses (save the dragon itself) are extremely easy. If you're the type of gamer who prefers to be challenged, you're likely to breeze through **Draconus** in a sitting or two. If you're the type of gamer who likes to see an entire game the first time through (I know you're out there), you'll probably appreciate that even on the hardest setting, this game really isn't all that difficult. In fact, the lack of challenging combats means you're more likely to die by falling off an unanticipated fog-enshrouded cliff or walking into too-deep water than being gutted by a bad guy. While both of those obstacles provide a fair amount of challenge, they aren't really the stuff of legends, dark fantasy or otherwise.

The heroic combat feel and well-developed levels of **Draconus** suggest that this could be the foundation of a powerful sword and sorcery series. Here's hoping that next time the designers get their noses out of **Dragonlance** calendars and airport fantasy novels and lend their world realization talents and level creation skills to something truly innovative.



ANSWER ME THESE QUESTIONS THREE. The most challenging aspect of **Draconus**—walking across bridges without falling off.



FEE FI FOE FUM. This giant may look deadly, but like most **Draconus** cannon fodder, he'll be dead in seconds.

**Draconus:
Cult of the Wyrms**
Publisher
Crave Entertainment
Developer
Treyarch
Platform
Dreamcast

Premise
Battle a dragon and...umm...kill him.
Website
www.cravegames.com

Erik Mona, an editor for *Wizards of the Coast*, no longer buys his fantasy in airport bookshops. You shouldn't either.



RICK'S PICKS

After years of hype and hope, the sequel to Blizzard's popular *Diablo* is finally on store shelves. While the game is nowhere near as good as anyone expected (was this even possible?), it's still a worthy game.

Blizzard's string of success is almost without peer. The only lingering doubt—how long will we have to wait for *Warcraft III*?



JUST A LITTLE CLOSER. Being surrounded is just an excuse to use flashier spells.

Diablo II

A MIXED BAG OF GOODIES

by Rick Moscatello

The Goodies

Anyone who played the original *Diablo* will have no difficulty mastering the basics. Put a weapon in your character's hand (or ready a spell), move out, and click on monsters to destroy them. Repeat until there are no more monsters, then move on to a new area. If your red ball empties, you're dead. If your blue ball empties, you can't do anything that uses mana. Kill enough monsters, and you'll be able to wield bigger weapons and kill even bigger monsters. That's *Diablo*, folks.

What gives the sequel more *oomph* than the original is that you have five character classes to choose from. They each have their own schtick, and as you go up levels, you can train them in special skills to make them even schtickier. While there are many online debates raging over which is the most powerful class overall, be assured that all are quite capable of

winning the game regardless of whatever skills they have trained (at least, on Normal difficulty).

Another new feature in *Diablo 2* involves items. In addition to "basic" magic items, there are rare items of great power, and unique items of even greater power. There are also "set" items. While set items generally aren't as powerful as other magic items, if you collect and wear the whole set (say boots, shield, and belt, or whatever), then the set gets an additional collection of magical properties—and your decked out character looks neat, too. There are also "socketed" items; as you play the game, you'll find a variety of gems. Stick these into the sockets and the items will gain additional power. For example, a ruby in a weapon will give the weapon a fire attack, while the same ruby set into a shield will add to the fire resistance of the shield.

Finally, *Diablo 2* is far, far larger than the original. In the first game, you had 16 levels of monster crushing before you met Mr. D at the end. *Diablo 2*, on the other hand, has three wilderness areas and dozens of dungeon levels for you to rampage through before you once again attempt to fell the great evil. Not to give anything away, but this time around you won't crush a gem into your skull at the end...turns out this wasn't nearly as good of an idea as it sounded to the previous hero.



MIX AND MATCH. The Cube makes new items from combinations of things you put in it.

The Not-So-Goodies

The game is full of good stuff, but alas, there are some serious problems with the game. The worst of these are the bugs. D2 has already been through two patches, and playing on Battle.net is very much a hit-and-miss affair, mostly miss. Even in single player mode there are a few problems, usually involving random crashes.

Random crashes would be forgivable if there were a better save system in the game. Unfortunately, there's none of that "save whenever you want" stuff that *everyone* who plays games really appreciates. For some extraterrestrial reason, this feature has been taken out. You'll always start your game in town, no matter where you saved. More importantly, all the monsters respawn anew every time you load up a saved game. So, if you spend an hour fighting your way through the jungle only to have the game crash, you'll have to fight your way all over again. If you only have 20 minutes to play a game, you might as well skip *Diablo 2*, since there's no way to save your progress.

Another problem with the game is how it handles monsters. Apparently, everything is loaded from the hard drive whenever it is needed. So, when you come into an area with monsters, the game slows to a crawl, no matter how fast your processor/video

card/ram are. This "stop and go" style of play can easily get a hero killed (a real problem at the higher skill levels, where death means a loss of experience in addition to the usual inconveniences). While the system requirements say the minimum is 266mhz, even my 650mhz system found the game a struggle to run every few minutes.

The final and most maddening problem with the game concerns the inventory system. The main joy in playing games of this genre lies in collecting all the cool stuff. Since everything resets when you save (or when the game crashes), you can't very well dump stuff on the ground, like in *Diablo*, and assume it'll still be there when you come back. You either carry it on your person, or store it in your "stash." Your stash has about enough room for three pieces of armor and a weapon. This is *woefully* inadequate. You're going to want to save gems—lots of them—and six gems use as much space as a piece of armor. Since you can no longer buy mana potions, you might want to save a few of those, too. You'll also probably want a spare weapon, to help with corpse recovery. Since set items are often useless until you get the whole set, you'll have to save every one you find (could be a half dozen). There's not enough room! Let me say this again: *There's not enough room!!* It's maddening to find cool stuff and have no choice but to dump it on the ground or sell it because you can't do anything else. You could trade it online (if the online play worked reliably enough), but even this is a hassle, as you log in and out with a variety of characters—many players have a half dozen or more characters, whose only purpose is to "mule" special items. There's no way to trade amongst your characters without going online (unless you have 2 computers and a LAN at home).

While *Diablo 2* is a gore-filled clickfest that offers a great deal of depth, it will also give you a tremendous amount of frustration as well. Buy it, but expect to enjoy it only a bit more than you'll be annoyed by it.

TOP TIPS

Stuff you should know:

- Get into the habit of always having a Town Portal spell up (that is, cast one as soon as you use it to get back to the dungeon). This will make corpse recovery a bit easier.
- Set Items are pretty, but by the time you collect a set, it usually isn't worth wearing.
- Always repair equipment before selling it, you'll get more money from the sale than you spent on repairs (unless the item is cracked or otherwise useless to begin with).
- The Cube can be used to turn three gems of the same type and quality into one of a higher quality, and that's its most useful ability. A close second is converting three healing potions, three mana potions, and a gem (of any quality) into a full rejuvenation potion.
- Keep your eyes out for things that improve your lightning resistance. Monsters seem to deal amazing amounts of damage that way, although fire is the most common. Cold, on the other hand, is seldom used by monsters and doesn't deal all that much damage.
- The only advantage to gems is that socketed items can be used by any level character. Generally they're still not worth much, although loading up a shield with diamonds can give you an excellent source of resistances.
- You don't have to spend your skill points immediately. Sometimes it makes sense to hold them for a few levels, so you can spend them on better skills later.
- The NPC hirelings are generally worthless, although the mages in Act 3 do come in handy.

Diablo II

Publisher/Developer
Blizzard Entertainment

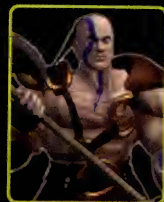
Premise
If you don't know the premise of *Diablo* by now, you're not a gamer.

Website
www.blizzard.com/diablo2/

- Story 7
- Graphics 8
- Game play 3
- Value 9
- Overall 7

Rick Moscatello claims to be the schtickiest man alive today.

YOUR CHARACTERS AND YOU



able to use two weapons at once is a major game breaker, at least until you pick up the whirlwind skill.

BARBARIAN: This juggernaut is perhaps the strongest player, more than capable of crushing enemies without even using skills. Being

SORCERESS: Spellslinging has never been more fun, especially now that mana regenerates with time (don't forget that you can always return to town for a free load of more mana). Lightning skills should probably be avoided, since they become fairly useless at higher skill levels.



arrow skill is strong, and frost arrow is what you'll use when you need to do some serious damage. The Amazon probably requires the most skill to use well, so try to beat the game with another character first.

AMAZON: You've got two choices here, either bow or spear/javelin. If you go with javelin, your best option is to increase the Jab skill. The multi-

PALADIN: This guy works best as a team player, although he is more than capable of stomping monsters all by his lonesome. An easily overlooked skill is Thorns, which becomes frighteningly powerful at the higher skill levels (for example, a monster that hits you for 100 could do 800 to itself, a fatal proposition). Zeal is a good game-breaking skill, allowing you to clear swarms of monsters.



NECROMANCER: This guy is another team player, but he can create his own team! Go easy on the skeletons, which quickly become useless. You'll want just enough skill so you can take Reanimate, which will allow you to go wild later in the game. Bone Spear is another awesome spell, and easily does more damage for cost than any other spell in the game.

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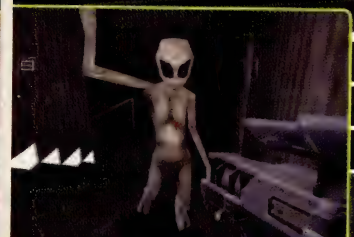
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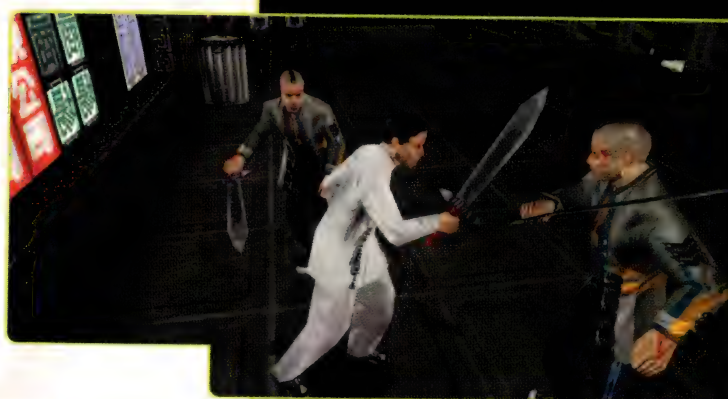
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THE ARDAI FILES

Take all the episodes from the past seven seasons of *The X-Files*, toss them into a blender, and whip the results to a frothy pulp—you'll end up with something not entirely unlike *Ion Storm's* new first-person shooter, *Deus Ex*.

THAT'S NOT A KNIFE! Combat gets up-close and personal in *Deus Ex*.

Deus Ex

PAGING AGENT MULDER

by Charles Ar dai

I love *The X-Files*, and for the most part I liked this game. But you deserve to know what you're getting into before you boot the thing up. This is the sort of game that thinks unraveling a single world-spanning conspiracy is for pikers. You can't take ten steps in *Deus Ex* without stumbling across a world-spanning conspiracy, and if you're like me you'll have trouble keeping it all straight. You've got your big-eyed, gray-skinned aliens skulking in the corridors of Area 51; you've got your horrible, government-engineered plague infecting the underclasses; you've got your sentient computers trying to take over the world; you've got your government agencies controlled by shadowy oligarchs; you've got your brutal assassins working for parties unknown; and on, and on, and on. As J.C. Denton, a bionically enhanced government agent, you get to go toe-to-toe with terrorists, robots, monsters, enemy agents, and various other uglies, plus you get to hack into computer systems to ferret out the truth about the sinister goings-on unfolding around you. Does it all get tied up in a neat little bow at the end? Dream on.

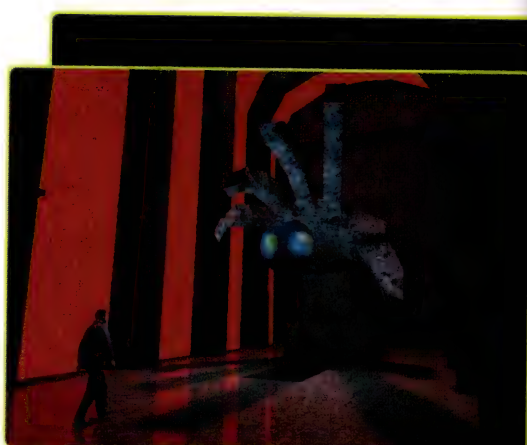
At 6s and 9s.

If the ending doesn't answer all your questions, at least it offers a satisfying payoff for all the suspense that preceded it by forcing you to grapple with a serious dilemma: do you join forces with the paternalistic AI that wants to rule over humanity as a benevolent dictator, do you side with the anarchists out to plunge the world into an anti-technological dark age, or do you fight to preserve the Darwinian status quo? Your actions quite literally decide the fate of the world, and the game sets the situation up

well enough that when the time comes, it doesn't feel like a plot branch in a video game but rather like a major decision of consequence to people's lives.

It's the rare 3-D search-and-destroy game that has any story to speak of, much less one that packs as much of a dramatic punch as this one does. Kudos to legendary designer Warren Spector for crafting a complex and densely plotted story and for giving the player the flexibility to explore it in such a wide variety of ways. From the first mission to the last, every challenge has multiple solutions and multiple outcomes. When you're assigned to kill a terrorist and succeed in cornering him on his plane, you have a decision to make: do you kill him as instructed, refrain but allow your zealous colleague to execute the orders, or kill your colleague to save the terrorist's life? It's your decision, and the way you make it shapes what happens next.

Even in the meat-and-potatoes scenes that aren't pivotal to the plot, you have to decide between jumping into danger with guns blazing or taking a quieter, back-door approach to save on ammunition and bloodshed. The game respects both choices and gives you the tools to make either a success. And the choices you make shape the way your character

THE PALM OF YOUR HAND. Visual metaphor is nothing new to videogames, but *Deus Ex* puts a new spin on holding the world in your hand.

develops. In addition to choosing your allegiances, you get to decide whether your version of J.C. Denton will be an expert marksman or a computer guru, a specialist in breaking and entering or an outdoorsman with great survival skills. As in *Diablo II*, you get skill points that you get to allocate as you see fit among a variety of attributes, plus you get to install Borg-like "augmentations" to various parts of your body to give you extra abilities. Some of the distinc-



STOP OR I'LL SHOOT! Aw...who am I kidding? I'm going to shout anyway.

tions are subtle. Do you use your arm-strength augmentation to increase your ability to push and lift heavy objects or to increase the damage you do with a weapon? The end result of a few dozen such subtle distinctions is that your J.C. Denton may end up a very different character from mine.

There are some other RPG-like aspects to *Deus Ex* as well. For instance, like *Diablo II*, this game requires you to manage the objects you are carrying, since each takes up a certain number of squares on a relatively small inventory grid. The dominant mode of game play, however, isn't much like *Diablo II* at all.

Much of what you do in the game (when you're not carrying potted plants for the fun of it) is fight bad guys, and as in most first-person games, fighting is a matter of placing a crosshair over an intended victim and mouse-clicking them into oblivion. But in this game, where you place the crosshair makes a difference (a head shot, if successful, will dispatch someone faster than a bullet to the leg) as does your skill level (an expert marksman's hands shake less, making aiming easier). Choice of weapon is also important—you've got everything from throwing knives and a lightsaber-like laser sword to an array of projectile weapons that would make Charlton Heston proud. And you've got to be fast: enemy AI is good here, and an outgunned enemy will frequently run away to trigger an alarm or circle around to hit you from behind rather than hold his ground and wait to get shot.

Things That Make You Go Hmm....

When you're not fighting, you're usually holding conversations; these either unfold in non-interactive cut scenes or play out as multiple-choice dialogues where you get to choose what Denton says to a person he's interrogating. Unfortunately, these scenes are where the writing starts to show its weaknesses: the dialogue is creaky and pretentious. If characters and plot elements called "Manderley" and "Aquinas" weren't enough of a giveaway, you'll know you're in the hands of a writer still in the throes of preoccupations discovered in his freshman year of college when J.C. says things like, "In a society with democratic institutions, the struggle for power can be peaceful and constructive, a competition of ideologies." Even David Duchovny couldn't read that line without choking on it, and the voice actors here don't come close to Duchovny's talent for making preposterous menaces and ponderous utterances believable.

There are other small problems throughout the game—for instance, sometimes your character gets stuck on bits of scenery, and sometimes it takes a very long time to save or load your game. Also, while one can appreciate that the designers were trying to incorporate every major conspiracy theory they could think of into the game, they should have been sensitive enough not to include infamous anti-Semitic slurs about "the supernatural sovereignty of the elite and wealthy" and how the world's governments are "manipulated by wealthy bankers." (All this in a game with a lead character whose initials are "J.C." to boot!)

But if the writing is sometimes clumsy, sometimes insensitive, and sometimes impenetrable, the game as a whole hardly suffers. Yes, there are faster-paced *Doom* clones out there and ones that require less concentration on the

ALL THE TRIMMINGS

Deus Ex immerses you in a 3-D environment that not only replicates some fairly exotic locales (inside the Statue of Liberty, the catacombs of Paris, the underworld of Hong Kong) but also models all the objects in those locales so they become fully interactive. The game is so richly modeled, in fact, that it sometimes feels like the designers were showing off. In a normal game, the basketball you see on a shelf in a random office and the pool table you see in a crowded bar would just be decoration. In this game, you can pick the basketball up and bounce it off the walls (or off the guards in the hallway, though it annoys them when you do it), and you can roll the balls around on the pool table, making them smack into each other realistically. If you see a sack of garbage on the street, or a dead body, or a potted plant, you can be sure you'll be able to pick it up, throw it, or move it around, even if the only reason the object exists is for decoration.

part of the gamer. There are also games that have better graphics, and heaven knows there are ones with much better music. Few, however, combine an environment with so much interactive detail, a complex storyline, and enough mystery and intrigue to keep you coming back to find out what will happen next. *Deus Ex* does. Even if it's a bit much to digest at times, it's an unusually rich and satisfying meal.

The Ar dai Files
Deus Ex

Deus Ex
Publisher
Eidos Interactive

Developer
Ion Storm

Premise
You're not an X-File. Really, you're not; you just feel like one.

Website
www.deusex.com

Story 7
Graphics 6
Game play 8
Value 7
Overall 7

Charles Ar dai is a bionically engineered government agent in charge of hunting down internet conspiracies.

DOGS OF WAR



THE WILSON WARS

The biggest surprise in this month's crop of strategy games is that I finally believe that there are some good real-time strategy (RTS) games on the market. Since I've probably set the world's record for maligning RTS games, you may want to read on and find out what's so special about these particular titles.

Smells Like... Victory!

THREE KEYS TO GREAT STRATEGY GAMING

METAL FATIGUE, WARLORDS: BATTLECRY, AND DOGS OF WAR

by johnny L. wilson

Metal Fatigue

Publisher
Take 2 Interactive

Developer
Zono

Premise
Giant robots slug it out in rock 'em, sock 'em real-time warfare, simultaneously fighting in orbit, on planetary surfaces, and underground.

Website
www.talonsoft.com

Story	8
Graphics	7
Game play	8
Value	8
Overall	8

Metal Shock

If you're tired of seeing the same old maps from scenario to scenario, you'll be pleasantly surprised with the variety of terrain found on the maps in **Metal Fatigue**. Not only do the planetary surface maps provide variety, but there are orbital platform maps and underground maps to fill out the campaign. In some scenarios, you'll have to fight on all three levels in order to clear out all the bad guys.

Metal Fatigue is a joint venture of sorts between British publisher Psygnosis, British developer Zono, a "blast from the past" US game designer (Mark Baldwin, who brought us *Empire* and *The Perfect General*, designed the AI), and the fast-growing

Talonsoft division of Take 2 Interactive. It posits a far future where three rival siblings control the forces of mega-corporations called CorpoNations and engage in a "winner takes all" campaign for control of powerful alien technology.

Not only is the campaign well developed, but the game allows for improving

the abilities of your units and creating powerful combinations of combots (giant robots or 'Mechs) using scavenged parts. With multiple levels of maps to conquer in each scenario, a challenging opponent AI (though the game occasionally has stupid pathfinding glitches because it doesn't check for known enemy occupation), unit advancement,

METAL FATIGUE



MAYAN ANGEL VIEW The surface worlds in **Metal Fatigue** offer distinctive looking terrain. Here, the planetary surface resembles a jungle in the Yucatan. The second view is the orbital view, a small platform that in many scenarios ends up with more repeat owners than a numbered hill in Korea or Vietnam. The final view is the underground perspective.

resource management that includes rebuilding combots with the newest technology, and a reasonably interesting story to pull you in, **Metal Fatigue** could be one of the "sleepers" of the year in the strategy category. It's a far better game than its lack of marketing would indicate.

Battle Spry!

Warlords: Battlecry is an exception to the run-of-the-mill RTS rule. It offers computer opponents who don't cheat, a well-balanced challenge, and something relatively rare—a sense that your on-field generals and heroes are improving by more than receiving an extended roster of military units and weapons. In **Warlords: Battlecry**, your hero doesn't just move up in rank, but gets the same kind of character management you'd see in a roleplaying game: You get to choose how your character progresses. I like that.

As would be expected in any RTS, each mission requires a certain amount of going back to square one and building a city or base camp from scratch. Better than almost any other RTS since *StarCraft* or *Command & Conquer: Red Alert*, **Warlords: Battlecry** manages to integrate story and reputation into the campaign game, motivating you to do well, encourage you when you do particularly well, and infuriating you when your superiors aren't pleased with your accomplishments. (Sorry, RTS purists who hated the tank rush, but I liked C&C: RA better than

Warlords: Battlecry

Publisher
Strategic Simulations, Inc.

Developer
Strategic Studies Group

Premise
Every culture has its heroes. In **Warlords: Battlecry**, you select a culture (whether monster or human) and become its hero. In some ways, it's standard RTS fare. In others, it's RTS meets roleplaying in a way that matters.

Website
www.warlords3.com/battlecry.html

Story	6
Graphics	7
Game play	9
Value	8
Overall	8

WARLORDS: BATTLECRY

REPORT CARD There is a role-playing element to **Warlords: Battlecry** where you get to spend experience for skills, which are immediately reflected in your hero's abilities.



MEET ME AT THE MELEE Like an NFL pass receiver finding a seam in the defense, this advancing army has managed to assemble outside the perimeter of awareness for these unsuspecting skeletons (1) on guard duty. Since the tactical screen (2) shows three different concentrations of undead, it would be wise for the blue army to remain in place (and heal slightly, since the red color behind the hero's portrait (3) indicates damage and the health meters of two pikemen (4) indicate various damage) while waiting for reinforcements before ambushing the skeletons and charging onward.



IF ONLY WE HAD A WHEELBARROW, THAT WOULD BE SOMETHING. At least in **Warlords: Battlecry** you can have fun storming the castle.

any of its companion titles, even though they received more critical acclaim.) In short, **Warlords: Battlecry** has that "one more battle" syndrome that *StarCraft* has. The missions are different enough and fit well enough into the campaign context that you just have to find out what's next.

Doggone Different

Dogs of War features futuristic combat in full 3D in the style of *Battlezone*. It is a true RTS, playable in the *Command & Conquer* style, but it also allows you to take direct control of units and fire from a first-person sniper view. While veteran gamers may initially dismiss this as another RTS, it doesn't take long to discover the game's distinctive hooks. The sniper view is one hook. It means you can jump into

the action with almost a simulation or shooter perspective. It makes the action much more personal. The second hook is a fascinating opportunity to play with the camera views. **Dogs of War** really lets you

look at the action or approach objectives from enough differing perspectives that you get an extra sense of how each objective is truly distinctive. In fact, the fly-bys that introduce each mission really set up the action nicely. The 3D terrain gives you a multitude of options for approach, ambush, and line of sight that you just don't experience in most RTS games.

The third hook is the slightly naughty UK humor that you are apt to see in the British magazine *Loaded* (*Maxim* with less journalistic pretense). The language isn't typical for a computer game, but it isn't at the *Kingpin* level. The fourth and final hook is the most significant one. Each piece of equipment is quite distinctive and every subtlety makes a tactical difference. This is one of the few RTS games where I feel like flanking, ambushes, and combined arms really make a difference. These aren't simple rock, paper, and scissors match-ups. Each unit has distinctive mobility, weapon ranges, weapon accuracy, and armor modeling to reflect standard military design (stronger front, weaker side, and weakest rear armor) beneath the units.

In **Dogs of War**, it matters which units you destroy first. Analyze each scenario and determine the key units. Plan your tactics to maximize the chance of getting those units first. Sometimes, you'll need to blot out a pesky piece of artillery to protect your units. At other times, you'll need to obliterate an entire convoy within a set length of time and can't be distracted by taking out peripheral units. Pay attention to the briefings. They usually have an important clue.

Story	6
Graphics	7
Game play	7
Value	6
Overall	7

Dogs of War

Publisher
Talonsoft

Developer
Silicon Dreams

Premise
Celebrate your imperialism! Oppress the indigenes! Obliterate the sorry rebels who oppose your manifest destiny. It's England versus her ungrateful colonies set in outer space. See if you are better than a cosmic Cornwallis.

Website
www.talonsoft.com

DOGS OF WAR



FIRST KILLS FIRST Your command will fry in war monkey hell at the end of the first mission if you don't take out this Guillotine artillery piece as soon as you cross the bridge.



FLEA TO FLEE You can zoom out till your "dogs of war" look like fleas or zoom in for a close-up using the sniper view because of the 3D character of **Dogs of War**.

Johnny Wilson is a grognard who hates real-time games. (At least, he thought he did until he checked out this month's bucket o' strategy.)



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Rhode Is.	Providence	401-455-2300			

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Ontario	Oshawa	905-721-1521
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Format: Extended

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MAGIC
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- 40 DIRTY TRIX
- 42 IN THE CARDS
- 44 DECK DECONSTRUCTION
- 46 EXPERT KNOWLEDGE:
PUTTING IT ALL TOGETHER
- 52 MAGIC: THE PUZZLING



Reviving Dose / D. Alexander Gregory

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INSIDER TRADING
BY MARK ROSEWATER

BEFORE & AFTER

Take a look at how a few Invasion cards changed through development:



Finally, the development team decided to strengthen the Dragons. Besides giving them more versatile abilities, the developers enlarged the Dragons from 4/4 to 6/6 (to make them more impressive) while only increasing their converted mana cost by one.



With the return of multicolored cards, the design team felt it would be a good time to create a new set of Elder Dragon Legends, tri-colored Dragons that had appeared in the *Legends* set. The early version of each *Invasion* Dragon had a repeatable activated ability designed to hurt the two colors not in its mana cost.

While the members of the development team agreed on having a cycle of tri-colored dragons, they felt a few changes were necessary. First, the Dragons' abilities were changed in several ways. They were changed from color hosers to more proactive abilities. This was done because the developers felt that color hosers were not as interesting as other effects. Second, the abilities were changed to trigger when the Dragon deals combat damage. This was done because the developers felt it was more flavorful to have the Dragons create their big effects by attacking. Third, the abilities were tied together with a color theme (all the effects have the Dragon's controller choose a color) to better integrate them into the multicolored *Invasion* environment.

This is an example of how much a card can change during development. The original card was designed to hose decks playing multiple copies of numerous cards. When multicolored cards with opposing colors in their mana costs got pulled from *Invasion*, the card was yanked from the set. The development team liked the general flavor of the card and designed a new card to fill its place. The new ability was changed to target only a single card to keep it from forcing its owner to play it only in highlander-style decks. When the new card did not prove powerful enough, the development team turned it into a cantrip.

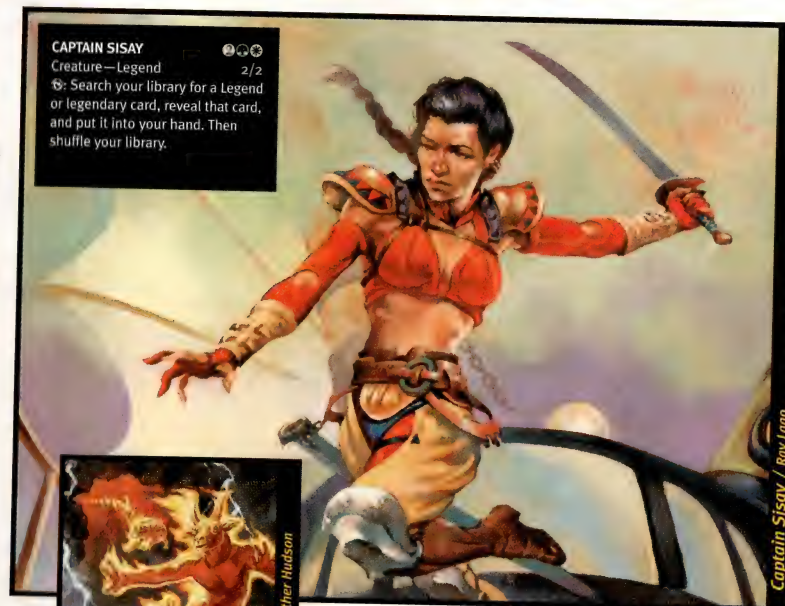
the combos of INVASION

Invasion was one of the most eagerly awaited sets of all time. With the return of gold cards, interesting new mechanics, and a cool storyline to back it up, how can you help but succumb to its charms? This Invasion-only installment of "Dirty Trix" looks at ways to combine the brand-new cards and beat your friends into submission.

Elaine Chase was recently married. Congratulations from TopDeck, Elaine!

• CAPTAIN SISAY • AETHER RIFT

Finally, the courageous captain of the Weatherlight gets her very own card. A Legend herself, she lets you search your deck, retrieve any Legend or legendary card, and put it into your hand. Getting powerful Legends out of your deck is a great start, but many of them cost a lot of mana, and they have a good chance of sitting in your hand instead of wrecking your opponent. But as always, there is another way. Aether Rift is an enchantment that makes you discard a card at random from your hand each upkeep. This seems like a huge drawback, but if the card you discard is a creature, you get to put it directly into play unless any player pays 5 life. With Sisay to keep your hand full of creatures, your opponent will either be losing 5 life a turn or facing an army of Legends. This combo needs to be in a green/white/red deck to get the combo elements on the table. Make sure to have



lots of creatures to improve the odds of the Aether Rift working in your favor. If you have a choice, play with proactive spells like Seals that you can get out of your hand rather than reactive spells that will hang around and get chucked to the Rift. The Legends you use can be any color since you won't be playing them from your hand.

• PROTECTIVE SPHERE • PULSE OF LLANOWAR

With all of those nasty creatures invading, you're going to need some defense. Protective Sphere is an enchantment that prevents all damage done to you from a source that shares a color with the type of mana spent activating it. The activation costs 1 life in addition to one mana, but 1 life is a small price to pay to fend off a big creature. By itself, the Sphere is relatively narrow; it doesn't do anything if you aren't playing the same colors as your opponent. Throw in Pulse of Llanowar, however, and you can stop anything that comes your way. The Pulse is a green enchantment that allows your basic lands to tap for any color mana. So one round you can make red mana to stop your opponent's burn spells, and the next you can make green mana to stop a creature stampede. Be careful not to put this combo in a slow control deck. Otherwise you might end up killing yourself with the 1 life activation cost.

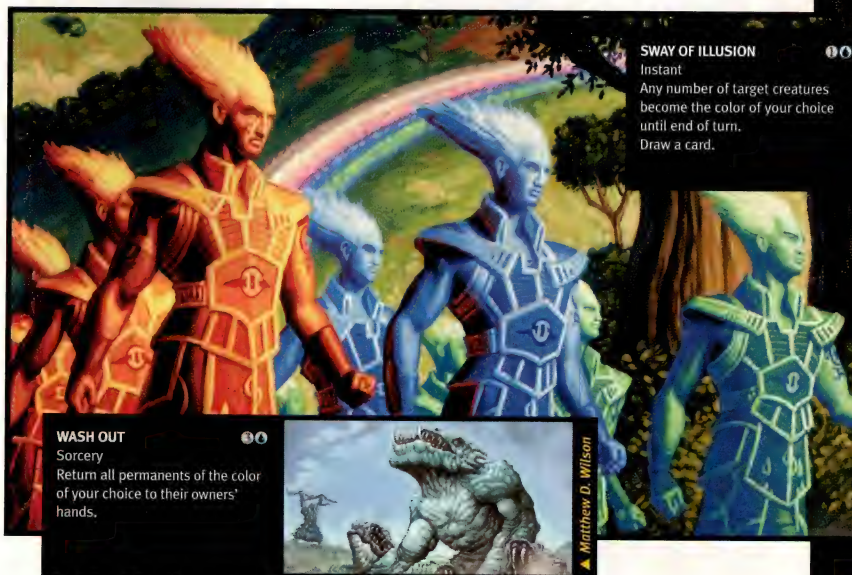
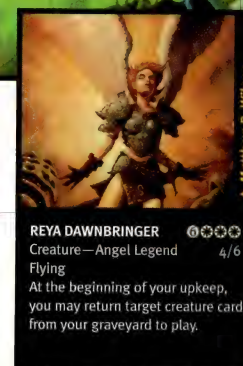


• DEVOURING STROSSUS • REYA DAWNBRINGER

Devouring Strossus is perhaps the baddest flying creature ever to see print. Not only is it a 9/9 flier, but it also has trample and allows you to sacrifice a creature to regenerate. This bigger Lord of the Pit has a similar price to its brother: you have to sacrifice a creature each upkeep. On the other side of the good versus evil spectrum is Reya Dawnbringer. Reya is a perfect example of a super powerful Legend at a super high price. A 4/6 flier, Reya lets you return a creature card from your graveyard to play during each upkeep. If you've been paying attention, you'll notice that the two upkeep triggers effectively cancel each other out. Make sure to put the Strossus's upkeep trigger of sacrificing a creature on the stack first and Reya's returning-a-creature-to-play upkeep trigger on second. Now the stack resolves in reverse order, so you choose a creature from your graveyard, put it into play, and then sacrifice it straightaway to the hungry Strossus. This combo works even better if you use creatures that either have an effect when they go to your graveyard or when they come into play. Invasion gives you Kavu Climber, which lets you draw a card when it comes into play, and Crypt Angel, which allows you to return a blue or red creature from your graveyard to your hand.

• WASH OUT • SWAY OF ILLUSION

One of blue's strengths is bouncing cards from the table back into their owners' hands. Invasion continues this tradition with Wash Out. For four mana, this sorcery returns all permanents of a color of your choice to their owners' hands. In an environment that favors monocolored decks, Wash Out is



a great card all by itself. However, since Invasion rewards multicolored decks, you'll need a bit of help to get everything possible out of Wash Out. Sway of Illusion is an instant that allows you to turn any number of creatures into a color of your choice. You can also bounce other permanents by using Blind Seer in combination with Wash Out. Blind Seer can change the color of any permanent for just two mana. You can use either of these Wash Out combos in a blue control deck to slow down your opponent or to deliver the finishing blow with the creatures you have been able to build up. Keep in mind that if you choose a color that you also control, your permanents will be bounced as well as your opponent's.

• COALITION VICTORY • RAINBOW CROW • DREAM THRUSH

Tired of winning by either damaging or decking your opponent? Invasion brings a card with a new win condition. Coalition Victory is a sorcery that allows you to win the game if you control a land of each basic land type and a creature of each color when it resolves. Luckily, there are some cards that can help you reach this goal the easy way. Dream Thrush is a 1/1 blue flier that taps to change a target land into a basic land type of your choice. Not only does the Thrush help you get one of each basic land in play for the win condition, but since basic lands automatically tap for the appropriate type of mana, it allows you to play the five-color Coalition Victory in the first place. To fulfill the creature requirement, look to another blue bird for help. Rainbow Crow is a 2/2 flyer that can change its color for just one mana. Adding green to this combo helps it get going more effectively. True to its name, Kavu Chameleon can change its color in the same manner as the Rainbow Crow. In addition, cards like Elfhome Sanctuary and Harrow let you pull basic lands out of your deck and put them into play.



It's never easy to keep control of the game.

CANADIAN blues

In the semifinals of the 2000 Canadian National Championship, Gab Tsang's Accelerated Blue deck faced Murray Evans' Stompy. This is a well-known matchup. It's the classic struggle: beatdown against control. Evans had to win quickly, or Tsang's deck would take control of the game with its more powerful cards. To make things worse, this was the Top 8 of a major event, which meant that both players had the chance to see their opponent's decklist. Most importantly, Tsang knew that Evans' non-traditional Stompy build had one Splinter in its sideboard, but only one.



2000 Canadian National Championship Game 5 (series tied 2-2):

Gab Tsang

IN PLAY
Rishadan Port
Masticore (tapped)
Grim Monolith (tapped)
3 Island

IN HAND
Island
Seal of Removal

in hand



16
LIFE

in play

Murray Evans

IN PLAY
Treetop Village
3 Forest

IN HAND
3 unknown cards

in hand



8
LIFE

in play

The Question

Tsang was facing a difficult question: should he play Seal of Removal to protect Masticore, or save the mana to untap his Grim Monolith at the end of Evans' turn?

Zvi Mowshowitz admits that there are times when being coolly analytical might not be possible. It's never happened to him, of course, but it must be possible.



GAME FIVE

In game five the usual game dynamic was more or less reversed. A turn-three Masticore had allowed Tsang to take control of the game and start attacking, but it cost him a card every turn. He was down to two cards in his hand: one useless card and one Seal of Removal. He'd countered a Blastoderm back on turn five, leaving no counters in his hand. But the Masticore was ready to go all the way unless Evans found a way to stop it.

PREDICT THE OPPONENT

To make his decision, Tsang first had to figure out what Evans could do. The potential problems for Tsang in Evans' deck were: two Cursed Totem, four Blastoderms (one of which was in the graveyard), four Albino Trolls, two Uktabi Orangutans, one Splinter, and four Saproling Bursts. Would Saproling Burst be in Evans' deck after sideboarding against Accelerated Blue? Gab knew that Evans had brought in at least five other cards, and something had to come out. Both Albino Troll and Saproling Burst had a good chance of being sided out. Tsang had already seen three Albino Trolls in the post-sideboard games of this match, so they were probably still in Evans's deck. He had yet to see a Burst, which made its presence unlikely. So the probable set of problem cards was three Blastoderms, four Trolls, two Orangutans, and one Splinter.



Seal of Removal / Christopher Mueller

DETERMINE THE CONSEQUENCES Play the Seal

Let's assume that Tsang plays the Seal of Removal. If Evans played an Uktabi Orangutan, what would happen? Targeting Gab's Masticore forces it to regenerate, costing Gab two mana. Going after the Grim Monolith permanently reduces Tsang's resources, but time is running out for Evans. If Evans plays Splinter, it only buys him time. Tsang will just use the Seal to return the Masticore to his hand and then replay it on his next turn. Playing Blastoderm buys four turns since it's an untargetable blocker. What happens if Evans plays an Albino Troll? If Seal of Removal was played, Tsang cannot kill the Troll on his turn, although he can Seal it if he wants. If he uses the Seal, he attacks with the Masticore and gets Evans down to four. In this case, Splinter wins the game for Evans, and so does playing an Uktabi Orangutan. If Evans plays two Trolls, they can block. One would die, then Evans would pay the echo cost on the other. He'd be back in the same situation. If Tsang plays his Seal of Removal, then the best that Evans can achieve is to force the Masticore back into Tsang's Hand.

Hold the Seal

If Tsang doesn't play Seal of Removal, and Evans plays an Uktabi Orangutan, Tsang will have to regenerate the Masticore with mana from the Grim Monolith. Tsang

would untap next turn and face the same dilemma he does on this turn. This puts Tsang in the same position as before except that it gives Evans an extra turn to destroy the Masticore. Clearly, if Evans has an Uktabi Orangutan in hand, Tsang wants to play the Seal of Removal. If Evans has Splinter, obviously it's better for Tsang if he has the Seal on the table.

If Evans has an Albino Troll, the situation is a little more complex. With the Monolith untapped (meaning Tsang didn't play the Seal of Removal), Tsang can do enough damage to the Troll to force Evans to regenerate it, so the Masticore can do four damage. Evans can no longer take a hit, and will need more mana and more of his good cards to survive for long.

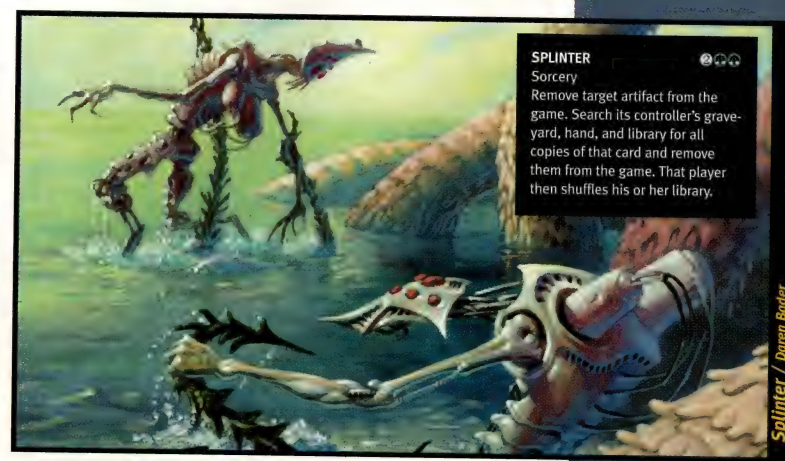
It All Boils Down

All of this analysis yields one result: If Tsang holds the Seal in his hand, he is a turn ahead (he has a much greater chance of being able to attack for four damage next turn) but risks losing to Splinter.

After mulling all that over, the question moves on to what Evans might already have and what he'd have to draw. If Evans had an Albino Troll, he would have played it early on when he had the mana. Splinter would have been tried before Tsang could draw a counter after the Blastoderm was stopped, as would another Blastoderm. In short, Evans is either living off the top of his deck or playing very strangely. In short, playing Seal seems to hurt Tsang's mana and options, but in reality, it doesn't because he needs to play it to win against a solid defense. The loss of mana is annoying but wouldn't make much difference to the game, and until Tsang plays the Seal (or draws some countermagic) he's forced to live in fear of Splinter.

The Decision

What happened? It's not always easy to make this kind of cold calculation when you're up there playing. Tsang relied—and acted on—his instincts. He held the Seal, and Evans played Splinter to go on to the finals. There's no question Tsang was hugely favored to win either way, but by playing the wrong percentages he opened himself up to Evans's most likely way out.



Splinter / Daren Bader



If it's good enough for the world champion, it's good enough for you

tink FAST!

Many players have described the 2000 Magic World Championships as anticlimactic, mainly because of the seeming ease with which Jon Finkel won the event. The World Championships have traditionally been an event where the unexpected occurs. Twice the event has been won by relative unknowns (Tom Chanpheng in 1996 and Brian Selden in 1998). In 1997, Jakub Slemr's victory marked the end of a Pro Tour season dominated by non-U.S. players. Kai Budde's 1999 victory demonstrated that Grand Prix events are as effective a crucible for great Magic players as the Pro Tour itself.

However, Jon Finkel's 2000 victory has never been described as unexpected, primarily because Jon Finkel stands in a class by himself in professional Magic play. Finkel, it could be argued, is the Magic equivalent of Tiger Woods—a player so gifted and with such a winning record that no one else has even come close. Going into the 1999–2000 Pro Tour season, Finkel was already a five-time Grand Prix champion and a Pro Tour champion (1998 New York). Before winning the 2000 World Championships, the Finkel-led Team Antarctica reached the Top 4 at Pro Tour–Washington and then won Grand Prix–St. Louis. Finkel then proceeded to win the U.S. National Championship. Now, Finkel does stand in a class by himself: he's only the second player (after Tommi Hovi) to win more than one Pro Tour-level event, and in the process, he's amassed an unmatched six Top 8 appearances.

As with all the best Magic players, Jon Finkel relies more on his play skill than on his ability to construct unique decks in order to win. In the Standard portion of Worlds this year, Finkel played the tried-and-true monoblue Tinker deck, a deck that first rose to prominence in mid-1999 (and which was also played by two others in the Worlds Top 8). Based on the old Transmute Artifact decks from the early days of Magic, the Tinker deck relies on fast mana to get extremely powerful artifacts into play, either by tinkering smaller artifacts away to search for them, or by simply generating enough mana to play them from the hand.

The Tinker Deck

Tinker was originally conceived as an Extended deck, and was played to great effect by numerous notable players at PT–Chicago in 1999. Even with the smaller card pool, the Standard Tinker deck retains most of its power because the majority of its main cards are in Urza Block. Tinker breaks down into three component parts—fast mana, disruption, and roads to victory.

MORE MOJO THAN JOJO

The Tinker deck's principal objective is to get access to more mana than the opponent can. This is accomplished through the use of lands that

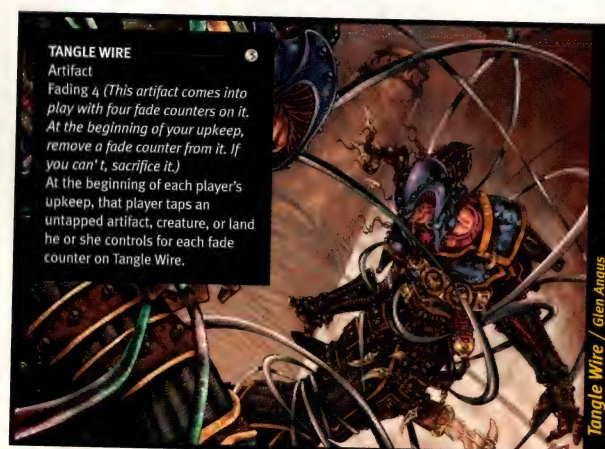


TINKER
Sorcery
At the time you play Tinker, sacrifice an artifact.
Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.

produce multiple mana, including Crystal Vein and Saprazzan Skerry as well as various mana-producing artifacts, including Grim Monolith and Thran Dynamo. Tinker, which runs 31 artifacts, also uses Metalworker to help generate mana, as well as employing Voltaic Key to get more mileage out of the Dynamos and Monoliths. By achieving more mana faster than an opponent, as well as employing Tinker itself, a Tinker deck can play its various artifacts and use them to maintain control of the board and/or go for a rapid victory.

DON'T LET 'EM PLAY

The mana/Tinker engine serves a single purpose—to get other, more expensive artifacts into play. These artifacts generally come in one of two flavors—those which disrupt or control the opponent's ability to play and those which enable the player of the Tinker deck to win the game. Disruption is usually achieved through “locking down” the opponent's mana generation and threatening permanents. To this end, a Tinker deck employs the ruthlessly efficient Tangle Wire, which



TANGLE WIRE
Artifact
Fading 4 (This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

forces players to tap permanents during upkeep. During the early game, Tangle Wire usually prevents the opponent from using any of his or her mana. In the midgame, Tangle Wire can help prevent creatures from attacking for one or more turns. Additionally, the Tinker deck employs Rishadan Port and Mishra's Helix to help keep an opponent's lands tapped, Crumbling Sanctuary to help against rapid damage, and Masticore to help control the opponent's creature population.

CRUMBLING SANCTUARY
Artifact
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead.



Strategy Tip: The Crumbling Sanctuary is in this deck mainly to combine with Phyrexian Processor. By “taking life out of play,” it allows you to pay almost all of your life when you play a processor, and then use this superior ability to create numerous creatures with double-digit power to deck your opponent before he or she can deck you.

IT'S HOW YOU USE IT

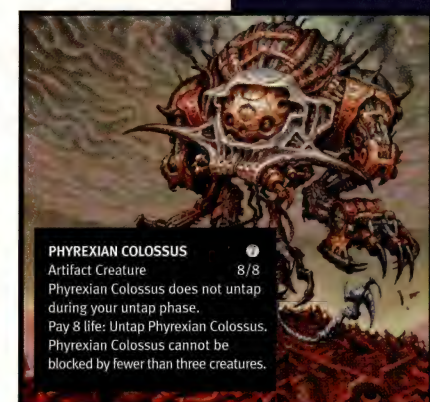
To complement the control and disruption elements, the Tinker deck employs three primary roads to victory—Masticore, Phyrexian Processor, and Phyrexian Colossus. Masticore, as has been mentioned in previous columns, is one of the most efficient creatures ever printed. It combines strong proactive creature removal with a large, regenerating creature for only four mana and a modest upkeep. The Colossus is a large, nearly unblockable creature whose serious drawback—not being able to untap without a payment of 8 life—is generally mitigated by the use of Voltaic Key. Processor allows the Tinker deck to create many creatures whose size is limited only by the player's life total.

Tinker is by no means an easy deck to play; however, it's fairly reliable in that, except for mana screw, the deck can develop at approximately the same speed every game. Your early objective should be to develop your mana while preventing your opponent from doing much of anything. Accomplish this by playing some combination of Monoliths, Keys, Dynamos, or Metalworkers to make mana, while using some combination of Rishadan Ports, Tangle Wires, and perhaps a Masticore to keep your opponent's development from getting out of control. Usually, you will either draw a game-altering artifact (Colossus, Processor, Masticore, Helix, or Sanctuary), a Tinker to get one, or a Brainstorm to give you more chances to draw such an artifact or Tinker.

Once you reach the point where you're ready to play one of these artifacts, you have to decide how to proceed. There are two basic methods you can employ—you can “go for it,” and try to use the Colossus and/or a large life payment Processor to overwhelm your opponent for a victory, or you can take the “slow and steady wins the race” approach by using a small life payment Processor (or two), the Sanctuary/Processor

combination, or a mana denial/Masticore attack strategy. Whichever strategy you employ, be careful not to overextend yourself. Especially if you are “going for it,” a single Disenchant or Counterspell from an opponent can immediately reduce you to the luck game, hoping to draw what you need to win off the top of your deck before the opponent defeats you.

Against countermagic or Replenish decks, the slow and steady approach is generally preferable, since you don't subject yourself to as much risk of overextending. When playing against faster decks (including Trinity Green), especially those that don't usually run artifact removal or countermagic, the “go for it” technique is optimal. Against middle-of-the-road decks such as Ponza, your strategy will depend entirely on who is emerging as victor in the denial and control battle. If you're drawing more Wires, Ports, and Masticores than your opponent is drawing Wires, Ports, and land destruction, you can go either way. If you're losing the land destruction and control battle, you should probably go for it immediately before the opponent elects to do the same (especially considering multiple Processor tokens or a Colossus will almost always outrace a Lightning Dragon or Morphling, forcing the opponent to switch to a defensive strategy).



PHYREXIAN COLOSSUS
Artifact Creature
8/8
Phyrexian Colossus does not untap during your untap phase.
Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus cannot be blocked by fewer than three creatures.

JON FINKEL'S 2000 WORLD CHAMPIONSHIP DECK

Creatures (9)

- 4 Masticore
- 4 Metalworker
- 1 Phyrexian Colossus

Spells (30)

- 4 Brainstorm
- 1 Crumbling Sanctuary
- 4 Grim Monolith
- 1 Mishra's Helix
- 4 Phyrexian Processor
- 4 Tangle Wire
- 4 Thran Dynamo
- 4 Tinker
- 4 Voltaic Key

Lands (21)

- 4 Crystal Vein
- 4 Rishadan Port
- 4 Saprazzan Skerry
- 9 Island

Sideboard (15)

- 4 Annul
- 4 Chill
- 4 Miscalculation
- 1 Mishra's Helix
- 2 Rising Waters

TINKERING WITH TINKER

Sideboarding for a Tinker deck is relatively straightforward. You will want to have some form of countermagic, including Annul, for other Tinker decks and for Ponza decks. You can use additional methods of

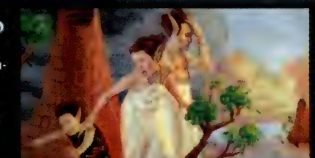
mana disruption (Rising Waters is particularly good, as are additional copies of Mishra's Helix and Ring of Gix) against fast decks such as Trinity Green and Replenish. Chill is generally used against Ponza and burn decks. The only deck Tinker has little defense against is an

Accelerated Blue or other countermagic-based deck. If your local metagame features many decks of this type, your best bet is to put ten counterspells into your sideboard, and bring them in against the other blue deck.



ANNUL
Interrupt
Counter target artifact or enchantment spell.

RISING WATERS
Enchantment
Lands don't untap during their controllers' untap steps.
At the beginning of each player's upkeep, that player untaps a land he or she controls.



Every new set is a puzzle. Here's how to find the solution.

putting it all TOGETHER

When you first look at the spoiler list for a new set, what you're looking for depends on what your plans are. Like most people, my first time with new cards will be at the Prerelease. This means that my first look at a set is designed to get ready to play Limited, and more importantly, how to draft it. This first pass concentrates on the commons, playability in Limited, and the balance between the colors.

ABOLISH
Instant
You may discard a plains from your hand instead of paying Abolish's mana cost.
Destroy target artifact or enchantment.

CONNECT CORNER PIECES FIRST

When going through a list of cards, the goal is to figure out how good the card is. The easiest way to do this is to compare it to old cards. For example, you could compare Abolish (the first card from the *Prophecy* list) to Disenchant. Abolish costs one more mana and is more color-intensive than Disenchant, but it has an alternative play cost. How often do you want to pay the alternate cost in Limited? Almost never. So this card is basically a bad Disenchant. But is it playable? Clearly, if you need to destroy enchantments, it's a playable card. An alternative play cost is best with creatures that lack good special abilities and new variations on the staple spells like Shock and Counterspell, but it doesn't work on many cards. Keep in mind that many of those sta-

Zvi Mowshowitz once spent an entire Pro Tour sitting at our booth reading the *Urza's Saga* prerelease spoiler. He scared us.



CLOUD SPRITE
Creature—Fairy
Flying
Cloud Sprite may block only creatures with flying.

Small creatures aren't normally effective in sealed deck, unless they affect other cards in the set. Since Cloud Sprite can block Gliders, they're worth including.



MOSSDOG
Creature—Hound
Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.



DISENCHANT
Instant
Destroy target artifact or enchantment.

When you're analyzing a new set, compare new cards with old cards to gauge their usefulness.

ples are overpowered by design and worse variants are still solid.

Since most cards don't fall into place quite that easily, you need a frame of reference. The key to cheap creatures is whether or not they will count. A card counts if your opponent will have to use a card to get rid of it, or if it will get rid of an opponent's card. One important factor to remember is that cards that don't do anything except deal one point of damage a turn to your opponent are normally bad, even if that damage is very difficult to stop. Creatures that cost one mana need a solid special ability. Mossdog, for example, is a questionable card because at its core it is just a 1/1 creature. Even hard-to-block cheap creatures like Laccolith Whelp are still marginal at best. At the one-mana level, the space the card takes up in your deck is a far more valuable asset than the mana you spend to play it. Cards that cost one mana are played for their special abilities. Sometimes, cards like Cloud Sprite will be good because of other cards in the set. In other words, it isn't because Cloud Sprite can attack for one damage that it becomes playable. The card is playable because it can block and trade with other Mercadian Masques cards like Thermal Glider, Nightwind Glider, and Rishadan Airship. In another set, Cloud Sprite might be a much worse card.

EVERYONE WALKS AWAY A WINNER!

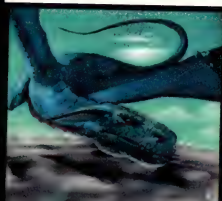
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VIGILANT DRAKE
Summon Drake
Flying
3/3
Untap Vigilant Drake.



COASTAL HORNCLAW
Creature—Bird
3/3
Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

WEIGH THE PACKAGES

The most important dividing line, especially early on, is between playable and unplayable cards. For example, Vigilant Drake was a great card from *Urza's Legacy*: A 3/3 flier for 3 with a good special ability. Coastal Hornclaw is a 3/3 for 3 in *Prophecy*, but it only flies when you sacrifice a land. Many players will compare it to Vigilant Drake and think it's bad, and by comparison it obviously is. The key is to recognize that the card is still useful. While not efficient, it's a 3/3 that can fly

when needed, and perhaps more important than its ability to fly is the threat that it will. Later you'll find out just how good it is. But the most important question with over-priced cards is still whether or not it's a package you want. Abilities can be considered worth a certain amount of additional mana—one mana for regeneration or flying, maybe half a mana for trample—but they're worth much more on the right creature.

At two mana, the key is to get two power or a worthwhile special ability. If a card has two power plus a little something more, it's normally worth playing a few to smooth out your mana curve. Any ability beyond that means you'd play the card even if you didn't have a hole to fill. For those creatures that do not have two power or a lot of toughness, the key, once again, is whether or not the card will count. Often this will depend on the rest of the set. (For example, if you were to see a new version of Crossbow Infantry, you would look at how many one-toughness creatures were in the new set.) Once creatures cost three mana or more, they're expected to do something other than just come out fast. Still, creatures that are essentially just 2/3 for three mana tend to be good, as does anything with three power and a little extra. As creatures get more expensive, they need to become correspondingly better to still be considered "good" cards.

ADD BORDER PIECES

Spells are generally harder to evaluate. Again you're looking to see if a card can take an opposing card with it. The spells that are going to be really good are generally those that can remove creatures—both outright removal and combat tricks. Tricks require the most Magic intuition. Cards that seem to do almost nothing like Tiger Claws or Flaming Sword belong in your deck because you can play them as instants. There are other effects to watch out for as well. For instance, cards that let you get all your creatures past blockers are normally excellent, as is anything that allows you to draw multiple cards at a reasonable price. Mana acceleration is amazing if it doesn't cost you a card and if the card costs two or less. Mass removal is normally worth its weight in gold.

Then there are the new effects to consider. The first question should be an obvious one. What does this card do? Try to boil a card down

to its essence. Then see what effect it has on the game. You generally want to ignore any card that affects both players the same way unless it's a powerful effect. Many of these cards, however, give your opponent the first crack. Still, you have the edge in that you built your deck and know what's coming. If there's a strategy the card can help, keep that in mind. But if it seems useless, it probably is. If it isn't useless, it still might be better not to worry about it. You should generally just stay away from cards like Overburden or Infernal Genesis on Prerelease day, even if you might end up missing the occasional Task Mage Assembly. Unless, of course, you're rare-drafting, in which case—shame on you!

SEPARATE REMAINING PIECES BY PATTERN AND COLOR

Finally the time comes to evaluate the colors. Which colors improved? Which ones got worse? First, look to see how many commons in each color are playable. This is a pretty good measure. The next step is to factor in what seem to be the broken commons in draft. Together, these two steps will give you a feel for how good each color is, although it pays to check if the uncommons are reasonably in balance, which sometimes is not the case. For example, blue's uncommons actually make up much of blue's deficit in *Nemesis*, if not all of it. If this is going to be the third pack in a draft involving other sets, you want to see how the new cards fit into the plans for decks of each color combination. What can you expect from the new set, and what must you get early on? For example, *Prophecy* will give you plenty of big creatures.

LINK UP PIECES WITH ODD OR WACKY SHAPES

Once you finish preparing to play Limited on Prerelease day, your next step is to spot the valuable rares and those you want to try and pick up for later Constructed play. Even if you

are not a collector beyond your tournament needs, it's still good to know the basics. The first cards to look for are those that will become regular tournament cards. Most of the time, a card of this type will fit into an existing deck idea. When you see a red card, for instance, you'd ask whether the card fit into Angry Hermit, a burn deck like RDWzK (Red Deck Wins 2000), a Sligh-type deck based around a creature rush, a Ponza deck, or a Wildfire deck in Standard. You'd also look at other deck types if you're interested in Block, Vintage, or Extended. However, with a new large expansion this is less effective, because many of these

NEVER UNDERESTIMATE

When looking at a new type of card, such as the Rhystic cards in *Prophecy*, you're basically trying to predict how the game will go. Looking at Rhystic Lightning, it's clearly a great card if your opponent can't pay, dealing four damage for three mana. But if he or she can pay, it's not that good. So the question becomes: Can players keep two colorless mana untapped whenever they need to? This is often affected by the composition of the set. With one pack of *Prophecy* you would be hard-pressed to worry enough to save that mana very often, but with a crazy Prerelease draft with three packs of it there's a very good argument for doing so. Many people underestimated the Rhystic cards, thinking the mana would be easy to save, but it turned out it wasn't.



RHYSTIC LIGHTNING
Instant
Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.

GIVE US A PIECE.

Check out these November events!

11/3/00, 5 P.M. (PST)
Selling Spells
to the Dragon
with Dave Gross
and Chris Perkins

11/7/00, 5 P.M. (PST)
Living Verge™ Introduction
with Phil Tobin, Ed Gibson,
and Ramsey Lundock

11/10/00, 5 P.M. (PST)
Pool of Radiance
Goes Multimedia
with Carrie Bebris
and Jon Kromrey

11/17/00, 5 P.M. (PST)
Realmswatch:
Heroes and Villains
with Sean Reynolds
and Rob Heinsoo

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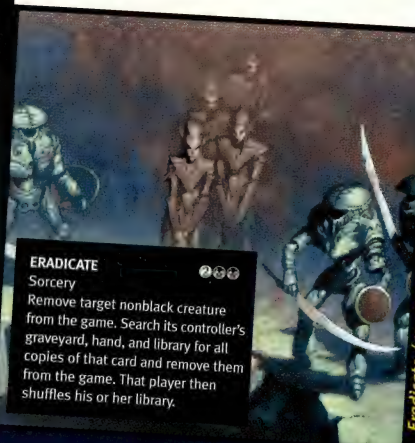
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ERADICATE
Sorcery
Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.

KNOW YOUR DRAFT

A special step is required if you're going to be in a draft with three packs of a small set. You can expect to get about two or three of each common you want (more if you value it higher than others do, less if you don't like it as much). Every so often, you'll get something like five Rhystic Lightnings, and sometimes hard to appreciate cards will be given away. In my first *Exodus* draft I got a Kor Chant with my thir-

teenth pick, which would never have happened a week later. So you want to see how decks consisting of the better commons from each pair of colors stack up against each other. For *Prophecy*, most good players realized that both the big creatures and the depth of red and green made them the colors to draft. Sometimes a card becomes amazing because of the number of duplicates when you're only drafting from a small set. A school of thought at one *Urza's Destiny* Prerelease was that you should draft black because you would get three cracks at Eradicate!

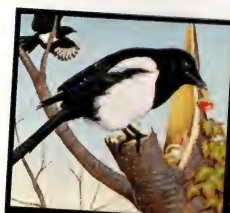
deck types will lose vital cards as another block rotated out of the environment. In addition, the new set will be a large portion of the card pool, so a lot of the new decks will involve interactions of multiple new cards.

Harder to see is when a card—or cards—can create a new deck. Most new decks are merely old decks made new again by new cards. Whenever a deck is good in any format, file the idea away for future use. Do the same if you come up with a good idea that's just missing a crucial component. That way, if you see the missing

HOW IMPORTANT IS SPEED? HOW BIG DOES A CREATURE NEED TO BE BEFORE IT COUNTS? HOW MANY LANDS BELONG IN A DECK?

piece in a new set, you'll be ready. In general, anything that has a powerful effect for its mana cost is worth keeping an eye on. Most players will get their hopes up about cards that end up being too expensive. A good rule of thumb is that cards that cost five mana should normally win games by themselves to be considered in Constructed. The exception to this rule is that sometimes the best Standard-legal creature for each color might cost five mana. At each mana cost, each color needs to have a creature ready for beatdown, and at the lower levels often more than one. This lets a card like Phyrexian Plaguelord get played for a while—there was nothing better at the time. Still, the Plaguelord could totally dominate a creature battle. It takes a lot for an expensive card to see play. At the four-mana level a card should be able to get at least great card advantage, and should be a creature or effect that can dominate the game. Four-mana cards have to compete with cards like Parallax Wave, Armageddon, and Masticore.

When a card does something amazing but doesn't fit into an existing deck, you can look into building a deck around it. In general, this means setting up your deck so that when you play that card, you win the game. Then compare



THIEVING MAGPIE
Creature—Bird
Whenever Thieving Magpie deals damage to one of your opponents, you must draw a card.

STOP, THIEF!

Thieving Magpie is a great example of how demanding the four-mana level is. Unanswered, it will quickly take over the game, but until recently if you could pay 2000 and the game lasted long enough for you to untap and keep the creature without anything terrible happening, you were going to win anyway and didn't need the Magpie. That's changed somewhat because of Foil, the *Prophecy* counterspell that lets you pitch two cards to play it. You can now use the Magpie's card advantage to reclaim the board situation.

that to what you need to do to achieve that with other decks. For cards costing less than four mana, you can relax your requirements. Creatures simply have to lack better alternatives, as do creature removal spells. Almost anything that gives card economy, or fast or multicolored mana is worth looking into. The biggest groups of cheap cards you can dismiss are those that can only deal one point of damage a turn to your opponent and those that only work if someone's blocking. Blocking doesn't come up all that often. Another approach is to ask if the card is a main deck card or a sideboard card. A card in your main deck must almost never be useless. If it's in the sideboard, it only has to be amazing some of the time. Either way it has to beat out its alternatives.

Once you've found what you think are the rares that will see play, your next step is to identify those that will be worth money even though they won't. These are often called "little kid cards" because such players will often be impressed with cards that have great abilities but even greater costs. These are the types of cards you're looking for: the majestic dragons, the terrifying winds, and the towering behemoths. Somehow the demand just seems to be there. That completes your research for the Prerelease.

CONTINUE JOINING PIECES TOGETHER UNTIL THE PUZZLE IS FINISHED

When you get to the event, you want to get a feel for the new format as quickly as you can. How important is speed? How big does a creature need to be before it counts? How many lands belong in a deck? You already asked these questions, but a little real play makes them worth asking again, as should discussing them with other players. Also focus on individual cards, and see how they seem to be working out both for you and for other players. This process will continue as long as the set is being played in Limited.

After that, what you do is very dependent on what type of player you are. A truly casual player will buy some of the new cards, depending on how much they like the new set, put them into their decks, and enjoy. As you get more serious, there's more work to do. A player at the Pro Tour Qualifier level will need to see how each

of the new cards fits into the next PTQ format, as well as judge how each deck is affected. A professional *Magic* player will do that, but will also look at the next Pro Tour format, and probably all the other formats that see Pro Tour play during the year to get a head start. If you're a serious deck-builder, you'll be spending endless hours building new decks with the cards (which is not just another article, but probably a book). If you're not, you'll be throwing fun stuff together or reading what goes up on the Net.

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let's SPLIT

YOUR OPPONENT IS WORTH.

He and you are playing an all-Invasion game in which you are each playing a five-color deck. You're a turn away from losing to Worth's Smoldering Tar. On your turn, you draw a card and realize that you happen to have one of each of the five split cards. After examining the board you notice that you can win this turn. Note that you know Worth's one remaining card, Samite Ministration, due to an Addle played several turns ago. It is the beginning of your main phase. Defeat Worth before the end of your turn. No action of Worth's should prevent you from winning.

The answer is on page 73.

Worth's hand



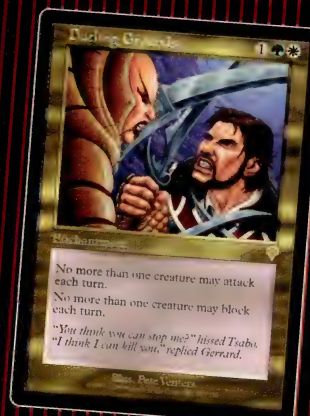
Samite Ministration

Worth

Rainbow deck • 8 life remaining • 1 card in hand



Protective Sphere



Dueling Grounds



Benalish Emissary • 1/4



Viashino Grappler • 3/1



Swamp



Mountain



Forest



Smoldering Tar



Island



Plains



Fires of Yavimaya



Mountain (3)



Kavu Titan • 2/2 (no counters)



Island (3)



Vodalian Zombie • 2/2



Plains (3)

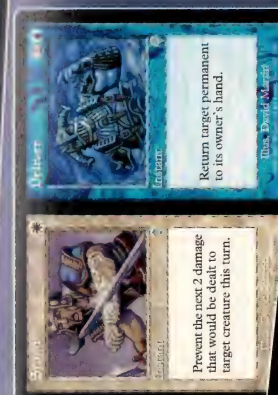


Swamp (3)



Forest (3)

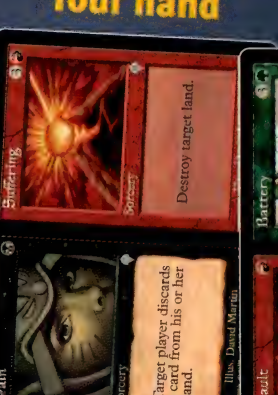
Your hand



Stand & Deliver



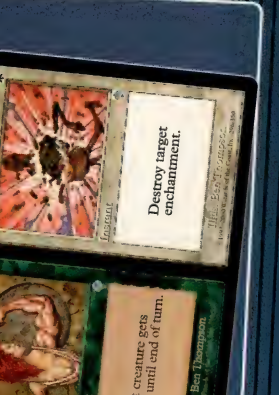
Spite & Malice



Pain & Suffering



Assault & Battery



Wax & Wane

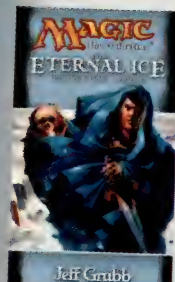
BREAK THE ICE

MAGIC The Gathering THE SHATTERED ALLIANCE



Jeff Grubb

The glaciers of Dominaria are receding, and the Ice Age has come to an abrupt end. But even as the temperature rises, the world's troubles begin anew.



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TopDeck ORACLE

DECEMBER 2000

THE ULTIMATE SOURCE FOR MAGIC: THE GATHERING CARD TEXT

CLASSIC | MERCADIAN MASQUES | NEMESIS | PROPHECY | INVASION

BETTER LIVING THROUGH SPINAL REPLACEMENT

The Six Million Dollar Man. Luke Skywalker. Robocop. What do these guys all have in common? Their lives—or the lives of everyone around them—have been greatly improved by the addition of spare parts. So, if you were going to invade a world—say, Dominaria, for instance—wouldn't it make sense to enhance your forces with as much machinery as possible? That seems to be the theory behind the Phyrexians.

As the Phyrexian forces overwhelm all the peaceful inhabitants, let's take a moment to appreciate their finely modified troops. Everything from the really big portal ships to the really tiny battleflies plays a part in the Phyrexians' strategy. It doesn't hurt to have an unlimited supply of scuta either.

— Michael Mikaelian



ORGANIZATION

The *TopDeck Oracle* is divided by color and alphabetized within each color. The expansion(s) the card has appeared in is listed at the end of each entry, and an expansion key is on the bottom of every page. This is the most accurate wording—more recent than what's on the cards themselves.

Reminder text appears on many cards to cover game mechanics specific to that card. This glossary covers all the reminder text on the cards within the *TopDeck Oracle*. Creature abilities covered under the basic rules, such as flying or trample, are not listed here.

Fading X

This PERMANENT TYPE comes into play with X fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.

Kicker X

You may pay an additional X as you play this spell.

Haste

This creature may attack and X the turn it comes under your control.

Landwalk

This creature is unblockable as long as defending player controls a LAND TYPE. (LAND TYPE is most often one of the basic land types.)

Walls

Walls can't attack.

ARTIFACT

Aladdin's Ring

Artifact
S, X: Aladdin's Ring deals 4 damage to target creature or player. AN, 3E-6E

Alloy Golem

Artifact Creature — Golem
As Alloy Golem comes into play, choose a color. Alloy Golem is the chosen color. (It's still an artifact.) IN

Amber Prison

Artifact
You may choose not to untap Amber Prison during your untap step. 4, X: Tap target artifact, creature, or land. As long as Amber Prison is tapped, that permanent doesn't untap during its controller's untap step. MR, 6E

Ankh of Mishra

Artifact
Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller. 1E-6E

Ashnod's Altar

Artifact
Sacrifice a creature: Add two colorless mana to your mana pool. AQ, CH, 5E-6E

Assembly Hall

Artifact
4, X: Reveal a creature card in your hand, search your library for a copy of that card, and put the card into your hand. Then shuffle your library. MM

Barbed Wire

Artifact
At the beginning of each player's upkeep, Barbed Wire deals 1 damage to that player. 2: Prevent the next 1 damage that would be dealt by Barbed Wire this turn. MM

Bargaining Table

Artifact
X, X: Draw a card. X is the number of cards in an opponent's hand. MM

Beast of Burden

Artifact Creature
Beast of Burden's power and toughness are each equal to the total number of creatures in play. UL

Belbe's Armor

Artifact
X, X: Target creature gets -X/+X until end of turn. NE

Belbe's Portal

Artifact
As Belbe's Portal comes into play, choose a creature type. 3, X: Put a creature card of the chosen type from your hand into play.

Bloodstone Cameo

Artifact
X: Add X or X to your mana pool.

Bottle of Suleiman

Artifact
1, Sacrifice Bottle of Suleiman: Flip a coin. If you lose the flip, Bottle of Suleiman deals 5 damage to you. If you win the flip, put a 5/5 Djinn artifact creature token with flying into play. AN, 3E-6E

Charcoal Diamond

Artifact
Charcoal Diamond comes into play tapped. X: Add X to your mana pool. MR, 6E

Chimeric Idol

Artifact
0: Tap all lands you control. Chimeric Idol becomes a 3/3 artifact creature until end of turn. PR

Complex Automaton

Artifact Creature — Golem
At the beginning of your upkeep, if you control seven or more permanents, return Complex Automaton to its owner's hand.

Copper-Leaf Angel

Artifact Creature — Angel
Flying. X: Sacrifice X lands: Put X +1/+1 counters on Copper-Leaf Angel. 2/2

Credit Voucher

Artifact
2, X: Sacrifice Credit Voucher: Shuffle any number of cards from your hand into your library, then draw that many cards. MM

Crenellated Wall

Artifact Creature — Wall
X: Target creature gets +0/+4 until end of turn. MM

Chromatic Sphere

Artifact
1, X: Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card. IN

Crooked Scales

Artifact
4, X: Choose target creature you control and target creature an opponent controls. Flip a coin. If you win the flip, destroy the creature the opponent controls.

Crosis's Attendant

Artifact Creature — Golem
1, Sacrifice Crosis's Attendant: Add X to your mana pool. IN

Crumbling Sanctuary

Artifact
For each 1 damage that would be dealt to a player, that player removes the top card of his or her library from the game instead. MM

Crystal Rod

Artifact
Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life. 1E-6E

Cursed Totem

Artifact
Players can't play activated abilities of creatures. MR, 6E

Dancing Scimitar

Artifact Creature
Flying. AN, 3E-6E

Darigaaz's Attendant

Artifact Creature — Golem
1, Sacrifice Darigaaz's Attendant: Add X to your mana pool. IN

Dingus Egg

Artifact
Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller. 1E-6E

Disrupting Scepter

Artifact
3, X: Target player discards a card from his or her hand. Play this ability only during your turn. 1E-6E

Distorting Lens

Artifact
X: Target permanent becomes the color of your choice until end of turn. MM

Dragon Engine

Artifact Creature
2: Dragon Engine gets +1/+0 until end of turn. AQ, 3E-6E

Dragon Mask

Artifact
3, X: Target creature you control gets +2/+2 until end of turn. Return that creature to its owner's hand at end of turn. VI, 6E

DECEMBER 2000 55

Drake-Skull Cameo

Artifact
♦ Add ♦ or ♣ to your mana pool.

Dromar's Attendant

Artifact Creature — Golem
1. Sacrifice Dromar's Attendant: Add ♦♦ to your mana pool.

Eye of Ramos

Artifact
♦ Add one blue mana to your mana pool.
Sacrifice Eye of Ramos: Add one blue mana to your mana pool.

Eye of Yawgmooth

Artifact
3. ♦, ♣, Sacrifice a creature: Reveal cards from the top of your library equal to the sacrificed creature's power. Put one into your hand and remove the rest from the game.

Fire Diamond

Artifact
Fire Diamond comes into play tapped. ♦ Add ♦♦ to your mana pool.

Flint Golem

Artifact Creature — Golem
Whenever Flint Golem becomes blocked, defending player puts the top three cards of his or her library into his or her graveyard.

Flowstone Armor

Artifact
You may choose not to untap Flowstone Armor during your untap step. 3. ♦, ♣, Target creature gets +1/+1 as long as Flowstone Armor remains tapped.

Flowstone Thopter

Artifact Creature
1: Flowstone Thopter gets +1/-1 and gains flying until end of turn.

Flying Carpet

Artifact
2. ♦, ♣, Target creature gains flying until end of turn.

Fountain of Youth

Artifact
2. ♦, ♣, You gain 1 life.

General's Regalia

Artifact
3. The next time a source of your choice would deal damage to you this turn, that damage is dealt to target creature you control instead.

Glasses of Urza

Artifact
♦ Look at target player's hand.

Griming Totem

Artifact
2. ♦, ♣, Sacrifice Griming Totem: Search target opponent's library for a card and remove that card from the game. That player then shuffles his or her library. You may play the card as though it were in your hand. At the beginning of your next upkeep, if you haven't played the card, put it into its owner's graveyard.

Heart of Ramos

Artifact
♦ Add one red mana to your mana pool. Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Henge Guardian

Artifact Creature
2: Henge Guardian gains trample until end of turn.

Hollow Warrior

Artifact Creature — Golem
Hollow Warrior can't attack or block unless you tap an untapped creature you control. (This cost is paid as attackers or blockers are declared.)

Horn of Plenty

Artifact
Whenever a player plays a spell, he or she may pay 1. If that player does, he or she draws a card at end of turn.

Horn of Ramos

Artifact
♦ Add one green mana to your mana pool. Sacrifice Horn of Ramos: Add one green mana to your mana pool.

Howling Mine

Artifact
At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

Iron Lance

Artifact
3. ♦, ♣, Target creature gains first strike until end of turn.

Iron Star

Artifact
Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Ivory Cup

Artifact
Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Jade Monolith

Artifact
1. The next time a source of your choice would deal damage to target creature this turn, that source deals that damage to you instead.

Jalum Tome

Artifact
2. ♦, ♣, Draw a card, then discard a card from your hand.

Jayemdae Tome

Artifact
4. ♦, ♣, Draw a card.

Jeweled Torque

Artifact
As Jeweled Torque comes into play, choose a color. Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.

Junta Stakes

Artifact
Creatures with power 1 or less don't untap during their controllers' untap steps.

Keldon Battlewagon

Artifact Creature
Trample. Keldon Battlewagon can't block. When Keldon Battlewagon attacks, sacrifice it at end of combat. Tap an untapped creature you control: Keldon Battlewagon gets +X/+0 until end of turn, where X is the tapped creature's power.

Kill Switch

Artifact
2. ♦, ♣, Tap all other artifacts. They don't untap during their controllers' untap steps as long as Kill Switch remains tapped.

Kyren Archive

Artifact
At the beginning of your upkeep, you may remove the top card of your library from the game face down. 5. Discard your hand. Sacrifice Kyren Archive: Put all cards removed from the game with Kyren Archive into their owner's hand.

Kyren Toy

Artifact
1. ♦, ♣, Put a charge counter on Kyren Toy. ♦, ♣, Remove X charge counters from Kyren Toy: Add X plus one colorless mana to your mana pool.

Lead Golem

Artifact Creature — Golem
Whenever Lead Golem attacks, it doesn't untap during its controller's next untap step.

Lotus Guardian

Artifact Creature
Flying. ♦, ♣, Add one mana of any color to your mana pool.

Magistrate's Scepter

Artifact
4. ♦, ♣, Put a charge counter on Magistrate's Scepter. ♦, ♣, Remove three charge counters from Magistrate's Scepter: Take another turn after this one.

Mana Prism

Artifact
♦ Add one colorless mana to your mana pool. ♦, ♣, Add one mana of any color to your mana pool.

Marble Diamond

Artifact
Marble Diamond comes into play tapped. ♦ Add ♦ to your mana pool.

Meekstone

Artifact
Creatures with power 3 or greater don't untap during their controllers' untap steps.

Mercadian Atlas

Artifact
At the end of your turn, if you didn't play a land this turn, you may draw a card.

Mercadian Lift

Artifact
1. ♦, ♣, Put a winch counter on Mercadian Lift. ♦, ♣, Remove X winch counters from Mercadian Lift: Put a creature card with converted mana cost X from your hand into play.

Millstone

Artifact
2. ♦, ♣, Put the top two cards of target player's library into his or her graveyard.

Monkey Cage

Artifact
When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Moss Diamond

Artifact
Moss Diamond comes into play tapped. ♦ Add ♦♦ to your mana pool.

Mystic Compass

Artifact
1. ♦, ♣, Target land becomes a basic land type of your choice until end of turn.

Obsidian Golem

Artifact Creature — Golem

Ornithopter

Artifact Creature
Flying.

Panacea

Artifact
X X, ♦, ♣, Prevent the next X damage that would be dealt to target creature or player this turn.

Parallax Inhibitor

Artifact
1. ♦, ♣, Sacrifice Parallax Inhibitor: Put a fade counter on each permanent with fading you control.

Patagia Golem

Artifact Creature — Golem
3: Patagia Golem gains flying until end of turn.

Pentagram of the Ages

Artifact
4. ♦, ♣, The next time a source of your choice would deal damage to you this turn, prevent that damage.

Phyrexian Altar

Artifact
Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Lens

Artifact
♦ Pay 1 life: Add one mana of any color to your mana pool.

Phyrexian Vault

Artifact
2. ♦, ♣, Sacrifice a creature: Draw a card.

Planar Portal

Artifact
♦, ♣, Search your library for a card and put that card into your hand. Then shuffle your library.

Power Armor

Artifact
3. ♦, ♣, Target creature gets +1/+1 until end of turn for each basic land type among lands you control.

Power Matrix

Artifact
♦, ♣, Target creature gets +1/+1 and gains flying, first strike, and trample until end of turn.

Predator, Flagship

Artifact
2: Target creature gains flying until end of turn.

Primal Clay

Artifact
Primal Clay comes into play as your choice of a 3/3 artifact creature, a 2/2 artifact creature with flying, or a 1/6 Wall artifact creature.

Puffer Extract

Artifact
X, ♦, ♣, Target creature you control gets +X/+X until end of turn. Destroy it at end of turn.

Rackling

Artifact
At the beginning of each opponent's upkeep, Rackling deals X damage to that player, where X is the number of cards in his or her hand fewer than three.

Rejuvenation Chamber

Artifact
Fading 2. ♦, ♣, You gain 2 life.

Rishadan Pawnshop

Artifact
2. ♦, ♣, Shuffle target card in play you control into its owner's library.

Rith's Attendant

Artifact Creature — Golem
1. Sacrifice Rith's Attendant: Add ♦♦♦ to your mana pool.

Rod of Ruin

Artifact
3. ♦, ♣, Rod of Ruin deals 1 damage to target creature or player.

Rusting Golem

Artifact Creature — Golem
Fading 5. Rusting Golem's power and toughness are each equal to the number of fade counters on it.

Seashell Cameo

Artifact
♦ Add ♦ or ♣ to your mana pool.

Skull Catapult

Artifact
1. ♦, ♣, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Skull of Ramos

Artifact
♦ Add one black mana to your mana pool. Sacrifice Skull of Ramos: Add one black mana to your mana pool.

Sky Diamond

Artifact
Sky Diamond comes into play tapped. ♦ Add ♦ to your mana pool.

Snake Basket

Artifact
X, Sacrifice Snake Basket: Put X 1/1 green Cobra creature tokens into play. Play this ability only if you could play a sorcery.

Soul Net

Artifact
Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Sparring Golem

Artifact Creature — Golem
Whenever Sparring Golem becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Storm Cauldron

Artifact
Each player may play an additional land during each of his or her turns. Whenever a land is tapped for mana, return it to its owner's hand.

Tangle Wire

Artifact
Fading 4. At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Teferi's Puzzle Box

Artifact
At the beginning of each player's draw step, that player puts his or her hand on the bottom of his or her library in any order, then draws that many cards.

Tek

Artifact Creature — Dragon
Tek gets +0/+2 as long as you control a plains, has flying as long as you control an island, gets +2/+0 as long as you control a swamp, has first strike as long as you control a mountain, and has trample as long as you control a forest.

The Hive

Artifact
5. ♦, ♣, Put a 1/1 Wasp artifact creature token with flying into play.

Throne of Bone

Artifact
Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

Tigersey Cameo

Artifact
♦ Add ♦ or ♣ to your mana pool.

Tooth of Ramos

Artifact
♦ Add one white mana to your mana pool. Sacrifice Tooth of Ramos: Add one white mana to your mana pool.

Toymaker

Artifact Creature — Spellshaper
1. ♦, ♣, Discard a card from your hand: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Treva's Attendant

Artifact Creature — Golem
1. Sacrifice Treva's Attendant: Add ♦♦♦ to your mana pool.

Troll-Horn Cameo

Artifact
♦ Add ♦ or ♣ to your mana pool.

Tsabo's Web

Artifact
When Tsabo's Web comes into play, draw a card. Lands with an activated ability that doesn't produce mana don't untap during their controllers' untap steps.

Urza's Filter

Artifact
Multicolored spells cost up to 2 less to play.

Viseling

Artifact Creature
At the beginning of each opponent's upkeep, Viseling deals X damage to that player, where X is the number of cards in his or her hand minus four.

Wand of Denial

Artifact
♦ Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Well of Discovery

Artifact
At the end of your turn, if you control no untapped lands, draw a card.

Well of Life

Artifact
At the end of your turn, if you control no untapped lands, you gain 2 life.

Wooden Sphere

Artifact
Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

Worry Heads

Artifact
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard.

BLACK

Abyssal Hunter

Artifact
♦, ♣, Tap target creature. Abyssal Hunter deals damage equal to its power to that creature.

Abyssal Specter

Artifact
Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Addle

Sorcery
Choose a color. Look at target player's hand and choose a card of that color from it. That player discards that card.

Agent of Shaiku

Artifact
1. ♦, ♣, Sacrifice a land: Target creature gets +2/+0 until end of turn.

Agonizing Demise

Instant
Kicker 1 ♦. Destroy target nonblack creature. It can't be regenerated. If you paid the kicker cost, Agonizing Demise deals damage equal to that creature's power to the creature's controller.

Agonizing Memories

Sorcery
Look at target player's hand and choose two cards from it. Put those cards on top of that player's library in any order.

Alley Grifters

Artifact
Whenever Alley Grifters becomes blocked, defending player discards a card from his or her hand.

Andradite Leech

Artifact
Black spells you play cost ♦ more to play. ♦, ♣, Andradite Leech gets +1/+1 until end of turn.

Annihilate

Instant
Destroy target nonblack creature. It can't be regenerated. Draw a card.

Ascendant Evincar

Artifact
Flying. Other black creatures get +1/+1. Nonblack creatures get -1/-1.

Ashen Powder

Sorcery
Put target creature card from an opponent's graveyard into play under your control.

Avatar of Woe

Artifact
If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play. Avatar of Woe can't be blocked except by artifact creatures and/or black creatures. ♦, ♣, Destroy target creature. It can't be regenerated.

Battlefield Percher

Artifact
Flying. Battlefield Percher can block only creatures with flying. 1 ♦, ♣, Battlefield Percher gets +1/+1 until end of turn.

Belbe's Percher

Artifact
Flying. Belbe's Percher can block only creatures with flying.

Black Market

Enchantment
Whenever a creature is put into a graveyard from play, put a charge counter on Black Market. At the beginning of your precombat main phase, add ♦ to your mana pool for each charge counter on Black Market.

Blight

Enchant Land
When enchanted land becomes tapped, destroy it.

Blighted Shaman

Artifact
♦, ♣, Sacrifice a swamp: Target creature gets +1/+1 until end of turn. ♦, ♣, Sacrifice a creature: Target creature gets +2/+2 until end of turn.

Blood Pet

Artifact
Sacrifice Blood Pet: Add ♦♦ to your mana pool.

Bog Elemental

Artifact
Protection from white. At the beginning of your upkeep, sacrifice Bog Elemental unless you sacrifice a land.

Bog Glider

Artifact
Flying. ♦, ♣, Sacrifice a land: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Bog Imp

Artifact
Flying.

Bog Initiate

Artifact
♦ Add ♦ to your mana pool.

Bog Rats

Artifact
Bog Rats can't be blocked by Walls.

Coercion

Sorcery
Look at target opponent's hand and choose a card from it. That player discards that card.

Coffin Puppets

Artifact
Sacrifice two lands: Return Coffin Puppets to play. Play this ability only during your upkeep, only if Coffin Puppets is in your graveyard, and only if you control a swamp.

Conspiracy

Duskwalker

1/1
Kicker 3. If you paid the kicker cost, Duskwalker comes into play with two +1/+1 counters on it and has the most common color among all permanents or is tied for most common.

Endbringer's Revel

Enchantment
4: Return target creature card from a graveyard to its owner's hand. Any player may play this ability but only any time he or she could play a sorcery.

Enfeeblement

Enchant Creature
Enchanted creature gets -2/-2.

Enslaved Horror

Enchantment
When Enslaved Horror comes into play, each other player may return a creature card from his or her graveyard to play.

Evil Eye of Orms-by-Gore

Enchantment
Evil Eye of Orms-by-Gore can't be blocked except by Walls. Except for creatures named Evil Eye of Orms-by-Gore, creatures you control can't attack.

Exotic Curse

Enchant Creature
Enchanted creature gets -1/-1 for each basic land type among lands you control.

Extortion

Sorcery
Look at target player's hand and choose up to two cards from it. That player discards those cards.

Fallen Angel

Enchantment
Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Fatal Blow

Instant
Destroy target creature that was dealt damage this turn. It can't be regenerated.

Fear

Enchant Creature
Enchanted creature can't be blocked except by artifact creatures and/or black creatures.

Feast of the Unicorn

Enchant Creature
Enchanted creature gets +4/+0.

Fen Stalker

Enchantment
Fen Stalker can't be blocked except by artifact creatures and/or black creatures as long as you control no untapped lands.

Feral Shadow

Enchantment
Flying. Flying. Flying.

Firescreamer

Enchantment
Flying. Flying. Flying.

Forbidden Crypt

Enchantment
If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard, remove that card from the game instead.

Forbidden March

Sorcery
Destroy all creatures with converted mana cost X or less.

Ghoul's Feast

Instant
Target creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard.

Goham Djinn

Enchantment
1: Regenerate Goham Djinn. Goham Djinn gets -2/-2 as long as black is the most common color among all permanents or is tied for most common.

Gravebane Zombie

Enchantment
If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

Gravedigger

Enchantment
When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

Greed

Enchantment
1/1
Pay 2 life: Draw a card.

Greel, Mind Raker

Enchantment
Target player discards X cards at random from his or her hand.

Greel's Caress

Enchantment
You may play Greel's Caress any time you could play an instant. Enchanted creature gets -3/-0.

Haunted Crossroads

Enchantment
Put target creature card from your graveyard on top of your library.

Hate Weaver

Enchantment
2: Target blue or red creature gets +1/+0 until end of turn.

Hecatomb

Enchantment
When Hecatomb comes into play, sacrifice Hecatomb unless you sacrifice four creatures. Tap an untapped swamp you control: Hecatomb deals 1 damage to target creature or player.

Hidden Horror

Enchantment
When Hidden Horror comes into play, sacrifice it unless you discard a creature card from your hand.

Highway Robber

Enchantment
When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

Howl from Beyond

Instant
Target creature gets +X/+0 until end of turn.

Hypnotic Cloud

Sorcery
Kicker 4. Target player discards a card from his or her hand. If you paid the kicker cost, that player discards three cards from his or her hand instead.

Infernal Contract

Sorcery
Draw four cards. You lose half your life, rounded up.

Infernal Genesis

Enchantment
At the beginning of each player's upkeep, that player puts the top card of his or her library into his or her graveyard. He or she then puts X 1/1 black Minion creature tokens into play, where X is that card's converted mana cost.

Instigator

Enchantment
1: Discard a card from your hand. Creatures target player controls attack this turn if able.

Insubordination

Enchantment
At the end of the turn of enchanted creature's controller, Insubordination deals 2 damage to that player unless enchanted creature attacked this turn.

Intimidation

Enchantment
Creatures you control can't be blocked except by artifact creatures and black creatures.

Kjeldoran Dead

Enchantment
When Kjeldoran Dead comes into play, sacrifice a creature. Regenerate Kjeldoran Dead. IA, 5E-6E

Larceny

Enchantment
Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

Leshrac's Rite

Enchantment
Enchanted creature has swampwalk.

Liability

Enchantment
Whenever a card is put into a player's graveyard from play, that player loses 1 life.

Lost Soul

Enchantment
1: Discard a card from your hand. If Gravebane Zombie would be put into a graveyard from play, put Gravebane Zombie on top of its owner's library instead.

Maggot Therapy

Enchantment
You may play Maggot Therapy any time you could play an instant. Enchanted creature gets +2/-2.

Marauding Knight

Enchantment
Protection from white. Marauding Knight gets +1/+1 for each plains your opponents control.

Massacre

Sorcery
If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost. All creatures get -2/-2 until end of turn.

Midnight Ritual

Sorcery
Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a black 2/2 Zombie creature token into play.

Mind Slash

Enchantment
Sacrifice a creature: Look at target opponent's hand and choose a card from it. That player discards that card. Play this ability only if you could play a sorcery.

Mind Swords

Sorcery
If you control a swamp, you may sacrifice a creature instead of paying Mind Swords's mana cost. Each player removes two cards in his or her hand from the game.

Mind Warp

Sorcery
Look at target player's hand and choose X cards from it. That player discards them.

Mischiefous Poltergeist

Enchantment
Flying. Pay 1 life: Regenerate Mischiefous Poltergeist.

Misshappen Fiend

Enchantment
Flying. Flying. Flying.

Molting Harpy

Enchantment
Flying. At the beginning of your upkeep, sacrifice Molting Harpy unless you pay 2.

Mourning

Enchantment
Enchanted creature gets -2/-0. Return Mourning to its owner's hand.

Murderous Betrayal

Enchantment
Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.

Nakaya Shade

Enchantment
Nakaya Shade gets +1/+1 until end of turn unless any player pays 2.

Necrosavant

Enchantment
Sacrifice a creature: Return Necrosavant from your graveyard to play. Play this ability only during your upkeep and only if Necrosavant is in your graveyard.

Nether Spirit

Enchantment
At the beginning of your upkeep, if Nether Spirit is the only creature card in your graveyard, you may return Nether Spirit to play.

Nightmare

Enchantment
Flying. Nightmare's power and toughness are each equal to the number of swamps you control.

Nightscape Apprentice

Enchantment
Put target creature you control on top of its owner's library. Target creature gains first strike until end of turn.

Nightscape Master

Enchantment
Return target creature to its owner's hand. Nightscape Master deals 2 damage to target creature.

Notorious Assassin

Enchantment
Discard a card from your hand: Destroy target nonblack creature. It can't be regenerated.

Noxious Field

Enchantment
Enchanted land has "X: This land deals 1 damage to each creature and each player."

Outbreak

Sorcery
You may discard a swamp from your hand instead of paying Outbreak's mana cost. Choose a creature type. All creatures of that type get -1/-1 until end of turn.

Painful Memories

Sorcery
Look at target opponent's hand and choose a card from it. Put that card on top of that player's library.

Parallax Dementia

Enchantment
Fading 1. Enchanted creature gets +3/+2. When Parallax Dementia leaves play, destroy enchanted creature. That creature can't be regenerated.

Parallax Nexus

Enchantment
Fading 5. Remove a fade counter from Parallax Nexus. Target opponent removes a card in his or her hand from the game if Parallax Nexus is in play. Play this ability only if you could play a sorcery.

Perish

Sorcery
Destroy all green creatures. They can't be regenerated.

Phyrexian Battleflies

Enchantment
Flying. Target Phyrexian Battleflies gets +1/+0 until end of turn. This ability may be played no more than twice each turn.

Phyrexian Delver

Enchantment
When Phyrexian Delver comes into play, return target creature card from your graveyard to play. You lose life equal to that card's converted mana cost.

Phyrexian Driver

Enchantment
When Phyrexian Driver comes into play, all other Mercenaries get +1/+1 until end of turn.

Phyrexian Infiltrator

Enchantment
Flying. Exchange control of Phyrexian Infiltrator and target creature.

Phyrexian Reaper

Enchantment
Whenever Phyrexian Reaper becomes blocked by a green creature, destroy that creature. It can't be regenerated.

Phyrexian Slayer

Enchantment
Flying. Whenever Phyrexian Slayer becomes blocked by a white creature, destroy that creature. It can't be regenerated.

Phyrexian Prowler

Enchantment
Fading 3. Remove a fade counter from Phyrexian Prowler: Phyrexian Prowler gets +1/+1 until end of turn.

Pit Raptor

Enchantment
Flying, first strike. At the beginning of your upkeep, sacrifice Pit Raptor unless you pay 2.

Plague Fiend

Enchantment
Whenever Plague Fiend deals combat damage to a creature, destroy that creature unless its controller pays 2.

Plague Spitter

Enchantment
At the beginning of your upkeep, Plague Spitter deals 1 damage to each creature and each player.

Plague Wind

Enchantment
Destroy all creatures you don't control. They can't be regenerated.

Plague Witch

Enchantment
Discard a card from your hand: Target creature gets -1/-1 until end of turn.

Pretender's Claim

Enchantment
Whenever enchanted creature becomes blocked, tap all lands defending player controls.

Primeval Shambler

Enchantment
Whenever Primeval Shambler gets +1/+1 until end of turn.

Putrefaction

Enchantment
Whenever a player plays a white spell or green spell, that player discards a card from his or her hand.

Python

Enchantment
Creature — Snake

Quagmire Lamprey

Enchantment
Whenever Quagmire Lamprey becomes blocked by a creature, put a -1/-1 counter on that creature.

Rag Man

Enchantment
Look at target opponent's hand. That player discards a creature card at random from it. Play this ability only during your turn.

Rain of Tears

Sorcery
Destroy target land.

Raise Dead

Sorcery
Return target creature card from your graveyard to your hand.

Rampart Crawler

Enchantment
Rampart Crawler can't be blocked by Walls.

Rathi Assassin

Enchantment
Destroy target tapped nonblack creature with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Fiend

Enchantment
When Rathi Fiend comes into play, each player loses 1 life. Search your library for a Mercenary card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Rathi Intimidator

Enchantment
Rathi Intimidator can't be blocked except by artifact creatures and black creatures. 2: Search your library for a Mercenary card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Ravenous Rats

Enchantment
When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Razortooth Rats

Enchantment
Razortooth Rats can't be blocked except by artifact creatures and/or black creatures.

Rebel Informer

Enchantment
Rebel Informer can't be the target of white spells or abilities. 3: Put target Rebel card on the bottom of its owner's library.

Reckless Spite

Enchantment
Destroy two target nonblack creatures. You lose 5 life.

Recover

Sorcery
Return target creature card from your graveyard to your hand. Draw a card.

Rhystic Syphon

Enchantment
Unless any player pays 3, he or she loses 5 life and you gain 5 life.

Rhystic Tutor

Enchantment
Unless any player pays 2, search your library for a card, put that card into your hand, then shuffle your library.

Rouse

Enchantment
If you control a swamp, you may pay 2 life instead of paying Rouse's mana cost. Target creature gets +2/+0 until end of turn.

Scandalmonger

Enchantment
Target player discards a card from his or her hand. Any player may play this ability but only if he or she could play a sorcery.

Scathe Zombies

Enchantment
Creature — Zombie

Scavenged Weaponry

Enchantment
When Scavenged Weaponry comes into play, draw a card. Enchanted creature gets +1/+1.

Seal of Doom

Enchantment
Sacrifice Seal of Doom: Destroy target nonblack creature. It can't be regenerated.

Sengir Autocrat

Enchantment
When Sengir Autocrat comes into play, put three black 0/1 Serf creature tokens into play. When Sengir Autocrat leaves play, remove all Serf tokens from play.

Sover Soul

Enchantment
Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

Silent Assassin

Enchantment
Destroy target blocking creature at end of combat.

Skulking Fugitive

Enchantment
When Skulking Fugitive becomes the target of a spell or ability, sacrifice Skulking Fugitive.

Snuff Out

Enchantment
If you control a swamp, you may pay 4 life instead

Soul Burn

Sorcery
Spend only black and/or red mana on X. Soul Burn deals X damage to target creature or player. You gain life equal to the damage dealt, but not more than the amount of X spent on X, the player's life total before Soul Burn dealt damage, or the creature's toughness.

Soul Channelling

Enchantment
Pay 2 life: Regenerate enchanted creature.

Soul Strings

Sorcery
Return two target creature cards from your graveyard to your hand unless any player pays X.

Specter's Wail

Sorcery
Target player discards a card at random from his or her hand.

Spineless Thug

Enchantment
Spineless Thug can't block.

Spitful Bully

Enchantment
At the beginning of your upkeep, Spitful Bully deals 3 damage to target creature you control.

Spreading Plague

Enchantment
Whenever a creature comes into play, destroy all

Syphon Soul

Sorcery

two of them into your hand. Put the rest into your graveyard.

Avatar of Will
Creature — Avatar
Flying. If an opponent has no cards in hand, Avatar of Will costs 6 less to play.

Balloon Peddler
Creature — Spellshaper
Flying. If an opponent has no cards in hand, Balloon Peddler costs 6 less to play.

Barrin's Unmaking
Instant
Return target permanent to its owner's hand if that permanent shares a color with the most common color among all permanents or the color tied for most common.

Blind Seer
Creature — Legend
1: Target spell or permanent becomes the color of your choice until end of turn.

Blockade Runner
Creature — Merfolk
2: Blockade Runner is unblockable this turn.

Boomerang
Instant
Return target permanent to its owner's hand.

Brainstorm
Instant
Draw three cards, then put two cards from your hand on top of your library in any order.

Breaking Wave
Sorcery
You may play Breaking Wave any time you could play an instant if you pay 2 more to play it. Simultaneously untap all tapped creatures and tap all untapped creatures.

Bribery
Sorcery
Search target opponent's library for a creature card and put that card into play under your control. That player then shuffles his or her library.

Browse
Enchantment
2: Look at the top five cards of your library and put one of them into your hand. Remove the rest from the game.

Buoyancy
Enchant Creature
You may play Buoyancy any time you could play an instant. Enchanted creature has flying.

Catalog
Instant
Draw two cards, then discard a card from your hand.

Chambered Nautilus
Creature — Beast
Whenever Chambered Nautilus becomes blocked, you may draw a card.

Chameleon Spirit
Creature — Illusion
As Chameleon Spirit comes into play, choose a color. Chameleon Spirit's power and toughness are each equal to the number of permanents of the chosen color your opponents control.

Charisma
Enchant Creature
Whenever enchanted creature deals damage to a creature, you control that creature as long as Charisma remains in play.

Chill
Enchantment
Red spells cost 2 more to play.

Cloud Sprite
Creature — Faerie
Flying. Cloud Sprite may block only creatures with flying.

Cloudskate
Creature — Illusion
Flying. Fading 3.

Coastal Hornclaw
Creature — Bird
Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

Coastal Piracy
Enchantment
Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Collective Restraint
Enchantment
Creatures can't attack you unless their controller pays 3 for each creature attacking you, where X is the number of basic land types among lands you control. (This cost is paid as attackers are declared.)

Coral Merfolk
Creature — Merfolk

Counterspell
Instant
Counter target spell.

Cowardice
Enchantment
Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Crystal Spray
Instant
Change the text of target spell or permanent by replacing all instances of one color word or basic land type with another until end of turn. Draw a card.

Customs Depot
Enchantment
Whenever you play a creature spell, you may pay 1. If you do, draw a card, then discard a card from your hand.

Daring Apprentice
Creature — Wizard
Sacrifice Daring Apprentice: Counter target spell.

Darting Merfolk
Creature — Merfolk
Return Darting Merfolk to its owner's hand.

Daze
Instant
You may return an island you control to its owner's hand instead of paying Daze's mana cost. Counter target spell unless its controller pays 1.

Deflection
Instant
Target spell with a single target targets another target instead.

Dehydration
Enchant Creature
Enchanted creature doesn't untap during its controller's untap step.

Denying Wind
Sorcery
Search target player's library for up to seven cards and remove them from the game. Then that player shuffles his or her library.

Desertion
Instant
Counter target spell. If it's an artifact or creature card, put it into play under your control instead of into its owner's graveyard.

Diminishing Returns
Sorcery
Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Diplomatic Escort
Creature — Spellshaper
Discard a card from your hand: Counter target spell or ability that targets a creature.

Diplomatic Immunity
Enchant Creature
Enchanted creature can't be the target of spells or abilities. Diplomatic Immunity can't be the target of spells or abilities.

Disrupt
Instant
Counter target instant or sorcery spell unless its controller pays 1. Draw a card.

Distorting Wake
Sorcery
Return X target nonland permanents to their owners' hands.

Dominance
Instant
Gain control of target creature with converted mana cost X or less.

Drake Hatchling
Creature — Drake
Flying. Drake Hatchling gets +1/+0 until end of turn. Play this ability only once each turn.

Dream Cache
Sorcery
Draw three cards, then put two cards from your hand both on top of your library or both on the bottom of your library.

Dream Thrush
Creature — Bird
Flying. Target land becomes a land of the basic land type of your choice until end of turn.

Embargo
Enchantment
Nonland permanents don't untap during their controllers' untap steps. At the beginning of your upkeep, you lose 2 life.

Empress Galina
Creature — Legend
Gain control of target Legend or legendary permanent. (This effect doesn't end at end of turn.)

Energy Flux
Enchantment
All artifacts gain "At the beginning of your upkeep, sacrifice this artifact unless you pay 2."

Ensnare
Instant
You may return two islands you control to their owner's hand instead of paying Ensnare's mana cost. Tap all creatures.

Essence Leak
Enchant Permanent
If enchanted permanent is red or green, it has "At the beginning of your upkeep, sacrifice this permanent unless you pay its mana cost."

Excavation
Enchantment
Sacrifice a land: Draw a card. Any player may play this ability.

Exclude
Instant
Counter target creature spell. Draw a card.

Exhaustion
Sorcery
Creatures and lands target opponent controls don't untap during his or her next untap step.

Extravagant Spirit
Creature — Spirit
Flying. At the beginning of your upkeep, sacrifice Extravagant Spirit unless you pay 1 for each card in your hand.

Fact or Fiction
Instant
Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Faerie Squadron
Creature — Faerie
Kicker 3: If you paid the kicker cost, Faerie Squadron comes into play with two +1/+1 counters on it and has flying.

False Demise
Enchant Creature
When enchanted creature is put into a graveyard, return that creature to play under your control.

Flash
Instant
Choose a creature card in your hand. You may pay its mana cost reduced by up to 2. If you do, put that creature into play. If you don't, put that creature card into your graveyard.

Flight
Enchant Creature
Enchanted creature has flying.

Fog Elemental
Creature — Elemental
Flying. When Fog Elemental attacks or blocks, sacrifice it at end of combat.

Foil
Instant
You may discard an island and another card from your hand instead of paying Foil's mana cost. Counter target spell.

Forget
Sorcery
Target player discards two cards from his or her hand, then draws as many cards as he or she discarded this way.

Gaseous Form
Enchant Creature
Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Glacial Wall
Creature — Wall

Glowing Anemone
Creature — Beast
When Glowing Anemone comes into play, you may return target land to its owner's hand.

Gulf Squid
Creature — Beast
When Gulf Squid comes into play, tap all lands target player controls.

Gush
Instant
You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.

Harmattan Efreit
Creature — Efreit
Flying. Target creature gains flying until end of turn.

Hazy Homunculus
Creature — Illusion
Hazy Homunculus is unblockable as long as defending player controls an untapped land.

Heightened Awareness
Enchantment
As Heightened Awareness comes into play, discard your hand. At the beginning of your draw step, draw a card.

High Seas
Enchantment
Red creature spells and green creature spells cost 1 more to play.

Hoodwink
Instant
Return target artifact, enchantment, or land to its owner's hand.

Horned Turtle
Creature — Turtle

Indentured Djinn
Creature — Djinn
Flying. When Indentured Djinn comes into play, each other player may draw up to three cards.

Infiltrate
Instant
Target creature is unblockable this turn.

Insight
Enchantment
Whenever an opponent plays a green spell, you draw a card.

Inspiration
Instant
Target player draws two cards.

Jolting Merfolk
Creature — Merfolk
Fading 4. Remove a fade counter from Jolting Merfolk: Tap target creature.

Juxtapose
Sorcery
You and target player exchange control of the creature you each control with the highest converted mana cost. Then exchange control of artifacts the same way. If two or more permanents a player controls are tied for highest cost, that player chooses one.

Karn's Touch
Instant
Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (It retains its abilities.)

Library of Lat-Nam
Sorcery
An opponent chooses one — You draw three cards at the beginning of the next turn's upkeep, or you search your library for a card, put that card into your hand, and then shuffle your library.

Lingering Mirage
Enchant Land
Cycling 2. Enchanted land is an island.

Lord of Atlantis
Creature — Lord
All Merfolk get +1/+1 and have islandwalk.

Mana Maze
Enchantment
Players can't play spells that share a color with the spell last played this turn.

Mana Short
Instant
Tap all lands target player controls and empty his or her mana pool.

Mana Vapors
Sorcery
Lands target player controls don't untap during his or her next untap step.

Manipulate Fate
Instant
Search your library for three cards, remove them from the game, then shuffle your library. Draw a card.

Memory Lapse
Instant
Counter target spell. Put it on top of its owner's library instead of into that player's graveyard.

Mental Discipline
Enchantment
Discard a card from your hand: Draw a card.

Merfolk of the Pearl Trident
Creature — Merfolk

Metathran Aerostat
Creature — Ship
Flying. You may put a creature card with converted mana cost X from your hand into play. If you do, return Metathran Aerostat to its owner's hand.

Metathran Transport
Creature — Ship
Flying. Metathran Transport can't be blocked by blue creatures. Target creature becomes blue until end of turn.

Metathran Zombie
Creature — Zombie
Regenerate Metathran Zombie.

Misdirection
Instant
You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.

Mystical Tutor
Instant
Search your library for an instant or sorcery card and reveal that card. Shuffle your library, then put the card on top of it.

Opt
Instant
Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

Overburden
Enchantment
Whenever a player puts a creature card into play, that player returns a land he or she controls to its owner's hand.

Overburden
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Overtaker
Creature — Spellshaper
Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Pale Moon
Instant
Until end of turn, if a player taps a nonbasic land for mana, it produces colorless mana instead of its normal type.

Parallax Tide
Enchantment
Fading 5. Remove a fade counter from Parallax Tide: Remove target land from the game if Parallax Tide is in play. When Parallax Tide leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Tide.

Phantasmal Terrain
Enchant Land
Enchanted land is a basic land type of your choice.

Phantom Warrior
Creature — Illusion
Phantom Warrior is unblockable.

Polymorph
Sorcery
Destroy target creature. It can't be regenerated. Its controller reveals cards from the top of his or her library until a creature card is revealed. The player puts that card into play and shuffles all other cards revealed this way into his or her library.

Port Inspector
Creature — Townfolk
Whenever Port Inspector becomes blocked, you may look at defending player's hand.

Power Sink
Instant
Counter target spell unless its controller pays X. If he or she doesn't, that player taps all mana-producing lands he or she controls and empties his or her mana pool.

Probe
Sorcery
Counter target creature spell.

Remove Soul
Instant
Counter target creature spell.

Repulse
Instant
Return target creature to its owner's hand. Draw a card.

Rethink
Instant
Counter target spell unless its controller pays X, where X is its converted mana cost.

Rewind
Instant
Counter target spell. Untap up to four lands.

Rhystic Deluge
Enchantment
Tap target creature unless its controller pays 1.

Rhystic Scrying
Sorcery
Draw three cards. Then, if any player pays 2, discard three cards from your hand.

Rhystic Study
Enchantment
Whenever an opponent plays a spell, you may draw a card unless that player pays 1.

Rootwater Thief
Creature — Merfolk
Rootwater Thief gains flying until end of turn. Whenever Rootwater Thief deals combat damage to a player, you may pay 2. If you do, search that player's library for a card and remove that card from the game, then the player shuffles his or her library.

Sage Owl
Creature — Bird
Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order.

Sailmonger
Creature — Monger
Target creature gains flying until end of turn. Any player may play this ability.

Sand Squid
Creature — Beast
Islandwalk. You may choose not to untap Sand Squid during your untap step. Tap target creature. That creature does not untap during its controller's untap step as long as Sand Squid remains tapped.

Sapphire Leech
Creature — Leech
Flying. Blue spells you play cost 4 more to play.

Saprazzan Bailiff
Creature — Merfolk
When Saprazzan Bailiff comes into play, remove all artifact and enchantment cards in all graveyards from the game. When Saprazzan Bailiff leaves

Seal of Removal
Enchantment
Sacrifice Seal of Removal: Return target creature to its owner's hand.

Segovian Leviathan
Creature — Serpent
Islandwalk.

Shimmering Wings
Enchant Creature
Enchanted creature has flying. Return Shimmering Wings to its owner's hand.

Shoreline Raider
Creature — Merfolk
Protection from Kavu.

Shoving Match
Instant
Until end of turn, all creatures gain "Tap target creature."

Shrouded Serpent
Creature — Serpent
Whenever Shrouded Serpent attacks, defending player may pay 4. If he or she doesn't, Shrouded Serpent is unblockable this turn.

Sibilant Spirit
Creature — Spirit
Flying. Whenever Sibilant Spirit attacks, defending player may draw a card.

Sky Weaver
Creature — Wizard
Target white or black creature gains flying until end of turn.

Sliptide Serpent
Creature — Serpent
Return Sliptide Serpent to its owner's hand.

Sneaky Homunculus
Creature — Illusion
Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.

Soldier Sage
Creature — Wizard
Sacrifice two lands: Draw three cards, then discard one of them.

Soothsaying
Enchantment
Shuffle your library. Look at the top X cards of your library and put them back in any order.

Spell Blast
Instant
Counter target spell with converted mana cost equal to X.

Spiketail Drake
Creature — Drake
Flying. Sacrifice Spiketail Drake: Counter target spell unless its controller pays 3.

Spiketail Hatchling
Creature — Drake
Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1.

Squeeze
Enchantment
Sorcery spells cost 3 more to play.

Statercraft
Enchantment
Prevent all combat damage that would be dealt to and dealt by creatures you control.

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Prevent all combat damage that would be dealt to and dealt by creatures you control.

Strategic Withdrawal
Instant
Return target creature to its owner's hand.

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Stinging Barrier
 Creature — Wall
 0/4
 Enchantment
 Stinging Barrier deals 1 damage to target creature or player.

Stormwatch Eagle
 Creature — Bird
 2/1
 Flying. Sacrifice a land: Return Stormwatch Eagle to its owner's hand.

Storm Crow
 Creature — Bird
 1/2
 Flying.

Stormscape Apprentice
 Creature — Wizard
 1/1
 * Tap target creature. * Target player loses 1 life.

Stormscape Master
 Creature — Wizard
 2/2
 * Target creature gains protection from the color of your choice until end of turn. * Target player loses 2 life and you gain 2 life.

Stronghold Biologist
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Counter target creature spell.

Stronghold Machinist
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Counter target noncreature spell.

Stronghold Zeppelin
 Creature — Ship
 2/3
 Flying. Stronghold Zeppelin can block only creatures with flying.

Submerge
 Instant
 If an opponent controls a forest and you control an island, you may play Submerge without paying its mana cost. Put target creature on top of its owner's library.

Sunken Field
 Enchant Land
 1
 Enchanted land has "Counter target spell unless its controller pays 1."

Sway of Illusion
 Instant
 Any number of target creatures become the color of your choice until end of turn. Draw a card.

Teferi's Response
 Instant
 Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards.

Temporal Distortion
 Enchantment
 3
 Whenever a creature or land becomes tapped, put an hourglass counter on it. Permanents with an hourglass counter on them don't untap during their controllers' untap steps. At the beginning of each player's upkeep, remove all hourglass counters from permanents that player controls.

Thwart
 Instant
 You may return three islands you control to their owner's hand instead of paying Thwart's mana cost. Counter target spell.

Tidal Bore
 Instant
 You may return an island you control to its owner's hand instead of paying Tidal Bore's mana cost. Tap or untap target creature.

Tidal Kraken
 Creature — Monster
 5/6
 Tidal Kraken is unblockable.

Tidal Surge
 Sorcery
 1
 Tap up to three target creatures without flying.

Tidal Visionary
 Creature — Wizard
 1/1
 * Target creature becomes the color of your choice until end of turn.

Timid Drake
 Creature — Drake
 2/3
 Flying. Whenever another creature comes into play, return Timid Drake to its owner's hand.

Tolarian Emissary
 Creature — Wizard
 2/2
 Kicker 1 * Flying. When Tolarian Emissary comes into play, if you paid the kicker cost, destroy target enchantment.

Tolarian Winds
 Instant
 Discard your hand, then draw that many cards.

Tower Drake
 Creature — Drake
 2/1
 Flying. * Tower Drake gets +0/+1 until end of turn.

Trade Routes
 2
 0/4
 Enchantment
 1: Return target land you control to its owner's hand. 1. Discard a land card from your hand: Draw a card.

Traveler's Cloak
 Enchant Creature
 1
 As Traveler's Cloak comes into play, choose a land type. Enchanted creature has landwalk of the chosen type. When Traveler's Cloak comes into play, draw a card.

Trickster Mage
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Tap or untap target artifact, creature, or land.

Troublesome Spirit
 Flying. At the end of your turn, tap all lands you control.

Unsummon
 Instant
 Return target creature to its owner's hand.

Vodalian Hypnotist
 Creature — Wizard
 2
 * Target player discards a card from his or her hand. Play this ability only any time you could play a sorcery.

Vodalian Merchant
 Creature — Merfolk
 1/2
 When Vodalian Merchant comes into play, draw a card, then discard a card from your hand.

Vodalian Serpent
 Creature — Serpent
 3/4
 Kicker 2. Vodalian Serpent can't attack unless defending player controls an island. If you paid the kicker cost, Vodalian Serpent comes into play with four +1/+1 counters on it.

Vodalian Soldiers
 Creature — Merfolk

Walking Sponge
 * Target creature loses flying, first strike, or trample until end of turn.

Wall of Air
 Flying. Enchantment.

Wandering Eye
 Creature — Illusion
 1/3
 Flying. All players play with their hands revealed.

War Tax
 Enchantment
 3
 * Creatures can't attack this turn unless their controller pays * for each attacking creature.

Wash Out
 Sorcery
 Return all permanents of the color of your choice to their owners' hands.

Waterfront Bouncer
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Return target creature to its owner's hand.

Well-Laid Plans
 Enchantment
 2
 Prevent all damage that would be dealt to a creature by another creature if they share a color.

Windscouter
 Creature — Ship
 3/3
 Flying. Whenever Windscouter attacks or blocks, return it to its owner's hand at end of combat.

Wind Drake
 Creature — Drake
 2/2
 Flying.

Wind Spirit
 Creature — Spirit
 3/2
 Flying. Wind Spirit can't be blocked by only one creature.

Withdraw
 Instant
 Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays 1.

Worldly Counsel
 Instant
 Look at the top X cards of your library, where X is the number of basic land types among lands you control. Put one of those cards into your hand and the rest on the bottom of your library.

Zanam Djinn
 Creature — Djinn
 5/6
 Flying. Zanam Djinn gets -2/-2 as long as blue is the most common color among all permanents or is tied for most common.

Zur's Weirding
 Enchantment
 3
 Players play with their hands revealed. If a player would draw a card, he or she reveals it instead. Then

any other player may pay 2 life. If a player does, put that card into its owner's graveyard. If no one does, that player then draws the card.

Gold

Absorb
 Instant
 Counter target spell. You gain 3 life.

Aether Rift
 Enchantment
 1/1
 At the beginning of your upkeep, discard a card at random from your hand. If you discard a creature card this way, put that card into play unless any player pays 5 life.

Angelic Shield
 Enchantment
 3/4
 Creatures you control get +0/+1. Sacrifice Angelic Shield: Return target creature to its owner's hand.

Armadoillo Cloak
 Enchant Creature
 1
 Whenever enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life.

Armored Guardian
 Creature — Guardian
 3/5
 1 * Target creature you control gains protection from the color of your choice until end of turn. 1 * Armored Guardian can't be the target of spells or abilities this turn.

Artifact Mutation
 Instant
 Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura Mutation
 Instant
 Destroy target enchantment. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

Aura Shards
 Enchantment
 1
 Whenever a creature comes into play under your control, you may destroy target artifact or enchantment.

Backlash
 Instant
 Tap target untapped creature. That creature deals damage equal to its power to its controller.

Barrin's Spite
 Sorcery
 Choose two target creatures controlled by one player. That player chooses and sacrifices one of them. Return the other to its owner's hand.

Blazing Specter
 Creature — Specter
 2/2
 Flying; haste. Whenever Blazing Specter deals combat damage to a player, that player discards a card from his or her hand.

Captain Sisay
 Creature — Legend
 2/2
 * Search your library for a Legend or legendary card, reveal that card, and put it into your hand. Then shuffle your library.

Cauldron Dance
 Instant
 Play Cauldron Dance only during combat. Return target creature card from your graveyard to play. That creature gains haste. Return it to your hand at end of turn. Put a creature card from your hand into play. That creature gains haste. Put it into your graveyard at end of turn.

Charging Troll
 Creature — Troll
 2/3
 Attacking doesn't cause Charging Troll to tap. * Regenerate Charging Troll.

Cinder Shade
 Creature — Shade
 1/1
 * Cinder Shade gets +1/+1 until end of turn. * Sacrifice Cinder Shade: Cinder Shade deals damage equal to its power to target creature.

Coalition Victory
 Sorcery
 You win the game if you control a land of each basic land type and a creature of each color.

Crosis, the Purger
 Creature — Dragon Legend
 6/6
 Flying. Whenever Crosis, the Purger deals combat damage to a player, you may pay 2 *. If you do, choose a color. That player reveals his or her hand and discards all cards of that color from it.

Darigaaz, the Igniter
 Creature — Dragon Legend
 6/6
 Flying. Whenever Darigaaz, the Igniter deals combat damage to a player, you may pay 2 *. If you do, choose a color. That player reveals his or

her hand and Darigaaz deals X damage to him or her, where X is the number of cards revealed of that color.

Dromar, the Banisher
 Creature — Dragon Legend
 6/6
 Flying. Whenever Dromar, the Banisher deals combat damage to a player, you may pay 2 *. If you do, choose a color. Return all creatures of that color to their owners' hands.

Dueling Grounds
 Enchantment
 1
 No more than one creature may attack each turn. No more than one creature may block each turn.

Fires of Yavimaya
 Enchantment
 1
 Creatures you control have haste. Sacrifice Fires of Yavimaya: Target creature gets +2/+2 until end of turn.

Frenzied Tilling
 Sorcery
 Destroy target land. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Galina's Knight
 Creature — Merfolk Knight
 2/2
 Protection from red.

Hanna, Ship's Navigator
 Creature — Legend
 1/2
 1 * Return target artifact or enchantment card from your graveyard to your hand.

Heroes' Reunion
 Instant
 Destroy target creature. Target player gains 7 life.

Horned Cheetah
 Creature — Cat
 2/2
 Whenever Horned Cheetah deals damage, you gain that much life.

Hunting Kavu
 Creature — Kavu
 2/3
 1 * Remove from the game Hunting Kavu and target creature without flying that's attacking you.

Kangee, Aerie Keeper
 Creature — Legend
 2/2
 Kicker 2 x. Flying. When Kangee, Aerie Keeper comes into play, if you paid the kicker cost, put X feather counters on it. All Birds get +1/+1 for each feather counter on Kangee, Aerie Keeper.

Lianowar Knight
 Creature — Elf Knight
 2/2
 Protection from black.

Lobotomy
 Sorcery
 Look at target player's hand and choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and remove them from the game. Then that player shuffles his or her library.

Meteor Storm
 Enchantment
 2
 Discard two cards at random from your hand: Meteor Storm deals 4 damage to target creature or player.

Noble Panther
 Creature — Cat
 3/3
 1: Noble Panther gains first strike until end of turn.

Ordered Migration
 Sorcery
 Put a 1/1 blue Bird creature token with flying into play for each basic land type among lands you control.

Overabundance
 Enchantment
 1
 Whenever a player taps a land for mana, that player adds one additional mana to his or her mana pool of the same type, and Overabundance deals 1 damage to him or her.

Plague Spores
 Sorcery
 Destroy target nonblack creature and target land. They can't be regenerated.

Pyre Zombie
 Creature — Zombie
 2/1
 At the beginning of your upkeep, if Pyre Zombie is in your graveyard, you may pay 1 *. If you do, return Pyre Zombie from your graveyard to your hand. 1 * Sacrifice Pyre Zombie: Pyre Zombie deals 2 damage to target creature or player.

Raging Kavu
 Creature — Kavu
 3/1
 Haste. You may play Raging Kavu any time you could play an instant.

Reckless Assault
 Enchantment
 2
 1 Pay 2 life: Reckless Assault deals 1 damage to target creature or player.

Recoil
 Instant
 Return target permanent to its owner's hand. Then that player discards a card from his or her hand.

Revealing Vapors
 Instant
 Reveal the top three cards of your library and put one of them into your hand. You gain life equal to that card's converted mana cost. Put the other cards revealed this way into your graveyard.

Riptide Crab
 Creature — Crab
 1/3
 Attacking doesn't cause Riptide Crab to tap. When Riptide Crab is put into a graveyard from play, draw a card.

Rith, the Awakener
 Creature — Dragon Legend
 6/6
 Flying. Whenever Rith, the Awakener deals combat damage to a player, you may pay 2 *. If you do, choose a color. Put a 1/1 green Saproling creature token into play for each permanent of that color.

Sabertooth Nishoba
 Creature — Beast
 4/5
 Trample, protection from blue, protection from red.

Samite Archer
 Creature — Cleric
 1/1
 * Prevent the next 1 damage that would be dealt to target creature or player this turn. * Samite Archer deals 1 damage to target creature or player.

Seer's Vision
 Enchantment
 2
 All opponents play with their hands revealed. Sacrifice Seer's Vision: Look at target player's hand and choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Shivan Zombie
 Creature — Barbarian Zombie
 2/2
 Protection from white.

Simon
 Instant
 Simon deals 1 damage to each creature target opponent controls.

Sleeper's Robe
 Enchant Creature
 Enchanted creature can't be blocked except by artifact creatures and/or black creatures. Whenever enchanted creature deals combat damage to an opponent, you may draw a card.

Slithering Serpent
 Creature — Serpent
 2/3
 Forestwalk.

Smoldering Tar
 Enchantment
 2
 At the beginning of your upkeep, target player loses 1 life. Sacrifice Smoldering Tar: Smoldering Tar deals 4 damage to target creature. Play this ability only any time you could play a sorcery.

Spinal Embrace
 Instant
 Play Spinal Embrace only during combat. Untap target creature you don't control and gain control of it. It gains haste until end of turn. At end of turn, sacrifice it. If you do, you gain life equal to its toughness.

Stalking Assassin
 Creature — Assassin
 1/1
 1 * Tap target creature. 3 * Destroy target tapped creature.

Sterling Grove
 Enchantment
 All other enchantments you control can't be the targets of spells or abilities. 1 Sacrifice Sterling Grove: Search your library for an enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

Teferi's Moat
 Enchantment
 3
 As Teferi's Moat comes into play, choose a color. Creatures of the chosen color without flying can't attack you.

Treva, the Renewer
 Creature — Dragon Legend
 6/6
 Flying. Whenever Treva, the Renewer deals combat damage to a player, you may pay 2 *. If you do, choose a color. You gain 1 life for each permanent of that color.

Tsabo Tavoc
 Creature — Legend
 7/4
 First strike, protection from Legends. * Destroy target Legend. It can't be regenerated.

Undermine
 Instant
 Counter target spell. Its controller loses 3 life.

Urborg Drake
 Creature — Drake
 2/3
 Flying. Urborg Drake attacks each turn if able.

Vicious Kavu
 Creature — Kavu
 2/2
 Whenever Vicious Kavu attacks, it gets +2/+0 until end of turn.

Vile Consumption
 Enchantment
 1
 All creatures have "At the beginning of your upkeep, sacrifice this creature unless you pay 1 life."

Vodalian Zombie
 Creature — Merfolk Zombie
 2/2
 Protection from green.

Void
 Sorcery
 Choose a number. Destroy all artifacts and creatures with converted mana cost equal to that number. Then target player reveals his or her hand and discards from it all nonland cards with converted mana cost equal to the number.

Voracious Cobra
 Creature — Snake
 2/2
 First strike. Whenever Voracious Cobra deals combat damage to a creature, destroy that creature.

Wings of Hope
 Enchant Creature
 Enchanted creature gets +1/+3 and has flying.

Yavimaya Barbarian
 Creature — Barbarian Elf
 2/2
 Protection from blue.

Birds of Paradise
 Creature — Bird
 2/2
 Flying. Add one mana of any color to your mana pool.

Blastoderm
 Creature — Beast
 5/5
 Fading 3. Blastoderm can't be the target of spells or abilities.

Blurred Mongoose
 Creature — Mongoose
 2/2
 Blurred Mongoose can't be countered. Blurred Mongoose can't be the target of spells or abilities.

Boa Constrictor
 Creature — Snake
 3/3
 * Boa Constrictor gets +3/+3 until end of turn.

Briar Patch
 Enchantment
 1
 Whenever a creature attacks you, it gets -1/-0 until end of turn.

Call of the Wild
 Enchantment
 2
 * Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Caller of the Hunt
 Creature — Lord
 2/2
 As you play Caller of the Hunt, choose a creature type. Caller of the Hunt's power and toughness are

Darba
 Creature — Beast
 0/1
 At the beginning of your upkeep, sacrifice Darba unless you pay 1 *.

Dawnstrider
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Prevent all combat damage that would be dealt this turn.

Deadly Insect
 Creature — Insect
 2/1
 Deadly Insect can't be the target of spells or abilities.

Deepwood Drummer
 Creature — Spellshaper
 1/1
 * Discard a card from your hand: Target creature gets +2/+2 until end of turn.

Deepwood Elder
 Creature — Spellshaper
 2/2
 * Discard a card from your hand: X target lands become forests until end of turn.

Deepwood Tantiv
 Creature — Beast
 4/4
 Whenever Deepwood Tantiv becomes blocked, you gain 2 life.

Deepwood Wolverine
 Creature — Wolverine
 1/1
 Whenever Deepwood Wolverine becomes blocked, it gets +2/+0 until end of turn.

Dense Foliage
 Enchantment
 4
 Creatures can't be the targets of spells.

Desert Twister
 Sorcery
 Destroy target permanent.

Dual Nature
 Enchantment
 4
 Whenever a creature card comes into play, its controller puts a creature token into play that's a copy of that creature. Whenever a creature card leaves play, remove all tokens with the same name as that creature from the game. When Dual Nature leaves play, remove all tokens created with it from the game.

Early Harvest
 Instant
 Target player untaps all basic lands he or she controls.

Elfhame Sanctuary
 Enchantment
 1
 At the beginning of your upkeep, you may search your library for a basic land card, reveal that card, and put it into your hand. If you do, skip your draw step this turn and shuffle your library.

Elder Druid
 Creature — Cleric
 3/3
 * Tap or untap target artifact, creature, or land.

Elephant Resurgence
 Sorcery
 Each player puts a green Elephant creature token into play. Those creatures have "This creature's power and toughness are each equal to the number of creature cards in its controller's graveyard."

Elven Cache
 Sorcery
 Return target card from your graveyard to your hand.

Elven Riders
 Creature — Elf
 3/3
 Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elvish Archers
 Creature — Elf
 2/1
 First strike.

Elvish Champion
 Creature — Lord
 1/2
 All Elves get +1/+1 and have forestwalk.

Erithizon
 Creature — Beast
 2/4
 Whenever Erithizon attacks, put a +1/+1 counter on target creature of defending player's choice.

Explosive Growth
 Instant
 Kicker 5. Target creature gets +2/+2 until end of turn. If you paid the kicker cost, that creature gets +5/+5 until end of turn instead.

Fallow Earth
 Sorcery
 Put target land on top of its owner's library.

Familial Ground
 Enchantment
 2
 Each creature you control can't be blocked by more than one creature.

Femeref Archers
 Creature — Soldier
 2/2
 * Femeref Archers deals 4 damage to target attacking creature with flying.

Aggressive Urge
 Instant
 Target creature gets +1/+1 until end of turn. Draw a card.

Ancestral Mask
 Enchant Creature
 Enchanted creature gets +2/+2 for each other enchantment in play.

Animate Land
 Instant
 Until end of turn, target land is a 3/3 creature that's still a land.

Avatar of Might
 Creature — Avatar
 6/8
 Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs 6 less to play.

Bifurcate
 Sorcery
 Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.

Bind
 Instant
 Counter target activated ability. (Mana abilities can't be countered.) Draw a card.

Calming Verse
 Sorcery
 Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.

Canopy Surge
 Sorcery
 Kicker 2. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Cat Warriors
 Creature — Cat Warrior
 1/1
 Forestwalk.

Caustic Wasps
 Creature — Insect
 2/1
 Flying. Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.

Clear the Land
 Sorcery
 Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

Coiling Woodworm
 Creature — Insect
 2/1
 Coiling Woodworm's power is equal to the number of forests in play.

Collective Unconscious
 Sorcery
 Draw a card for each creature you control.

Creeping Mold
 Sorcery
 Destroy target artifact, land, or enchantment.



Plague Spreader
 Are the elves of Yavimaya giving you a hard time? Drop plague spreaders genetically engineered to wipe out elves all over their forest. Each different kind of plague spreader is designed to affect one of each of the different species of Dominaria. Phyrexians (even the ones that used to be something else) have a vastly different physiology than their enemies. They have no problem breathing the foul gases discharged by plague spreaders.

Yavimaya Kavu
 Creature — Kavu
 2/2
 Yavimaya Kavu's power is equal to the number of red creatures in play. Yavimaya Kavu's toughness is equal to the number of green creatures in play.

GREEN

Aggressive Urge
 Instant
 Target creature gets +1/+1 until end of turn. Draw a card.

Ancestral Mask
 Enchant Creature
 Enchanted creature gets +2/+2 for each other enchantment in play.

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 Instant
 Until end of turn, target land is a 3/3 creature that's still a land.

Avatar of Might
 Creature — Avatar
 6/8
 Trample. If an opponent controls at least four more creatures than you, Avatar of Might costs 6 less to play.

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 Sorcery
 Search your library for a copy of target creature card in play and put that card into play. Then shuffle your library.

Bind
 Instant
 Counter target activated ability. (Mana abilities can't be countered.) Draw a card.

each equal to the number of creatures in play of the chosen type.

Calming Verse
 Sorcery
 Destroy all enchantments you don't control. Then, if you control an untapped land, destroy all enchantments you control.

Canopy Surge
 Sorcery
 Kicker 2. Canopy Surge deals 1 damage to each creature with flying and each player. If you paid the kicker cost, Canopy Surge deals 4 damage to each creature with flying and each player instead.

Cat Warriors
 Creature — Cat Warrior
 1/1
 Forestwalk.

Caustic Wasps
 Creature — Insect
 2/1
 Flying. Whenever Caustic Wasps deals combat damage to a player, you may destroy target artifact that player controls.

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 Each player reveals the top five cards of his or her library, puts into play tapped all land cards revealed this way, and removes the rest from the game.

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 2/1
 Coiling Woodworm's power is equal to the number of forests in play.

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 Draw a card for each creature you control.

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 Sorcery
 Destroy target artifact, land, or enchantment.

Black—Common
 Silver—Uncommon
 Gold—Rare

1E—Alpha/Beta
2E—Unlimited
3E—Revised

4E—Fourth Edition
5E—Fifth Edition
6E—Classic

P1—Portal
P2—Portal: Second Age
CH—Chronicles

AN—Arabian Nights
AQ—Antiquities
LE—Legends

DK—The Dark
FE—Fallen Empires

IA—Ice Age
HL—Homelands
AL—Alliances

US—Urza's Saga
UL—Urza's Legacy
UD—Urza's Destiny

MM—Mercadian Masques
IN—Invasion
NE—Nemesis
PR—Prophecy

DECEMBER 2000

Ferocity

Enchant Creature
Whenever enchanted creature blocks or becomes blocked, you may put a +1/+1 counter on it.

Fertile Ground

Enchant Land
Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fog

Instant
Prevent all combat damage that would be dealt this turn.

Fog Patch

Instant
Play Fog Patch only during the declare blockers step. Attacking creatures become blocked.

Food Chain

Enchantment
Remove a creature you control from the game: Add X mana of any color to your mana pool, where X is the removed creature's converted mana cost plus one. This mana may be spent only to play creature spells.

Forgotten Harvest

Enchantment
At the beginning of your upkeep, you may remove a land card in your graveyard from the game. If you do, put a +1/+1 counter on target creature.

Foster

Enchantment
Whenever a creature you control is put into a graveyard, you may pay 1. If you do, reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest into your graveyard.

Fyndhorn Brownie

2/2
Creature — Brownie
2: ♣: Untap target creature.

Fyndhorn Elder

2/2
Creature — Elf
♣: Add ♣♣ to your mana pool.

Game Preserve

Enchantment
At the beginning of your upkeep, each player reveals the top card of his or her library. If all cards revealed this way are creature cards, put those cards into play under their owners' control. (Otherwise, put them back face-down on top of their owners' libraries.)

Giant Caterpillar

3/3
Creature — Insect
♣: Sacrifice Giant Caterpillar: Put a 1/1 green Butterfly creature token with flying into play at end of turn.

Giant Growth

Instant
Target creature gets +3/+3 until end of turn.

Giant Spider

3/4
Creature — Spider
Giant Spider may block as though it had flying.

Gorilla Chieftain

2/3
Creature — Ape
♣: Regenerate Gorilla Chieftain.

Grizzly Bears

2/2
Creature — Bear
♣: Add ♣♣ to your mana pool.

Groundskeeper

1/1
Creature — Druid
♣: Return target basic land card from your graveyard to your hand.

Harrow

Instant
As an additional cost to play Harrow, sacrifice a land. Search your library for up to two basic land cards and put them into play. Then shuffle your library.

Harvest Mage

1/1
Creature — Spellshaper
♣, ♠: Discard a card from your hand: Until end of turn, if you tap a land for mana, it produces one mana of any color instead of its normal type and amount.

Horned Troll

2/2
Creature — Troll
♣: Regenerate Horned Troll.

Howling Wolf

2/2
Creature — Wolf
When Howling Wolf comes into play, you may search your library for up to three Howling Wolf cards, reveal them, and put them into your hand. If you do, shuffle your library.

Hunted Wumpus

3/6
Creature — Beast
When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play under his or her control.

Hurricane

3/3
Sorcery
Hurricane deals X damage to each creature with flying and each player.

Invigorate

1/1
Instant
If you control a forest, you may have an opponent gain 3 life instead of paying Invigorate's mana cost. Target creature gets +4/+4 until end of turn.

Jade Leech

2/2
Creature — Leech
Green spells you play cost 2 more to play.

Jorrael, Empress of Beasts

3/3
Creature — Spellshaper Legend
2: ♣, ♠: Discard two cards from your hand: Until end of turn, all lands target player controls are 3/3 creatures that are still lands.

Jorrael's Favor

1/1
Enchantment
You may play Jorrael's Favor any time you could play an instant. ♣: Regenerate enchanted creature.

Kavu Chameleon

1/1
Creature — Kavu
Kavu Chameleon can't be countered. ♣: Kavu Chameleon becomes the color of your choice until end of turn.

Kavu Climber

3/3
Creature — Kavu
When Kavu Climber comes into play, draw a card.

Kavu Lair

2/2
Enchantment
Whenever a creature with power 4 or greater comes into play, its controller draws a card.

Kavu Titan

1/2
Creature — Kavu
Kicker 2: ♣. If you paid the kicker cost, Kavu Titan comes into play with three +1/+1 counters on it and has trample.

Land Grant

1/1
Sorcery
If you have no land cards in hand, you may reveal your hand instead of paying Land Grant's mana cost. Search your library for a forest card and put that card into your hand. Then shuffle your library.

Lay Line

3/3
Enchantment
At the beginning of each player's upkeep, that player may put a +1/+1 counter on target creature.

Living Lands

3/3
Enchantment
All forests are 1/1 creatures that are still lands.

Living Terrain

1/1
Enchant Land
Enchanted land is a 5/6 green Treefolk creature that's still a land.

Llanowar Cavalry

2/4
Creature — Soldier
♣: Attacking doesn't cause Llanowar Cavalry to tap this turn.

Llanowar Elite

1/1
Creature — Elf
Kicker 8: Trample. If you paid the kicker cost, Llanowar Elite comes into play with five +1/+1 counters on it.

Llanowar Elves

1/1
Creature — Elf
♣: Add ♣♣ to your mana pool.

Llanowar Vanguard

1/1
Creature — Elf
♣: Llanowar Vanguard gets +0/+4 until end of turn.

Lumbering Satyr

2/2
Creature — Elf
All creatures gain forestwalk.

Lure

1/1
Enchantment
All creatures able to block enchanted creature do so.

Maro

2/2
Creature — Elemental
Maro's power and toughness are each equal to the number of cards in your hand.

Marsh Boa

2/2
Creature — Snake
Swampwalk.

Megatherium

2/4
Creature — Beast
Trample. When Megatherium comes into play, sacrifice it unless you pay 1 for each card in your hand.

Might Weaver

1/1
Instant
2: Target red or white creature gains trample until end of turn.

Molimo, Maro-Sorcerer

4/4
Creature — Legend
Trample. Molimo, Maro-Sorcerer's power and toughness are each equal to the number of lands you control.

Mossdog

1/1
Creature — Hound
Whenever Mossdog becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on Mossdog.

Mungha Wurm

2/2
Creature — Wurm
You can't untap more than one land during your untap step.

Natural Affinity

5/5
Instant
All lands become 2/2 creatures until end of turn. They still count as lands.

Nature's Resurgence

2/2
Sorcery
Each player draws cards equal to the number of creature cards in his or her graveyard.

Nesting Wurm

4/3
Creature — Wurm
Trample. When Nesting Wurm comes into play, you may search your library for up to three Nesting Wurm cards, reveal them, and put them into your hand. If you do, shuffle your library.

Nomadic Elf

1/2
Creature — Elf
1: ♣: Add one mana of any color to your mana pool.

Overlaid Terrain

2/2
Enchantment
As Overlaid Terrain comes into play, sacrifice all lands you control. Lands you control have "♣: Add two mana of any one color to your mana pool."NE

Pack Hunt

3/3
Sorcery
Search your library for up to three copies of target creature, reveal them, and put them into your hand. Then shuffle your library.

Pangosaur

2/2
Creature — Lizard
Whenever a player plays a land, return Pangosaur to its owner's hand.

Panther Warriors

4/3
Creature — Cat Warrior
♣: Add ♣♣ to your mana pool.

Pincer Spider

2/3
Creature — Spider
Kicker 3: Pincer Spider may block as though it had flying. If you paid the kicker cost, Pincer Spider comes into play with a +1/+1 counter on it.

Pradesh Gypsies

1/1
Creature — Gypsy
1: ♣: Target creature gets -2/-0 until end of turn.

Pulse of Llanowar

2/2
Enchantment
If a basic land you control is tapped for mana, it produces mana of any one color instead of its normal type.

Pygmy Razorback

1/1
Creature — Boar
Trample.

Quirion Elves

1/1
Creature — Elf
As Quirion Elves comes into play, choose a color. ♣: Add ♣♣ to your mana pool. ♠: Add one mana of the chosen color to your mana pool.

Quirion Sentinel

1/1
Creature — Elf
When Quirion Sentinel comes into play, add one mana of any color to your mana pool.

Quirion Trailblazer

1/2
Creature — Elf
When Quirion Trailblazer comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

Radjan Spirit

3/3
Creature — Spirit
♣: Target creature loses flying until end of turn.

Rampant Growth

1/1
Sorcery
Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Redwood Treefolk

2/2
Creature — Treefolk

Refreshing Rain

1/1
Instant
If an opponent controls a swamp and you control a forest, you may play Refreshing Rain without paying its mana cost. Target player gains 6 life.

Regeneration

1/1
Enchantment
♣: Regenerate enchanted creature.

Restock

1/1
Sorcery
Return two target cards from your graveyard to your hand. Remove Restock from the game.

Reverent Silence

3/3
Sorcery
If you control a forest, you may have each other player gain 6 life instead of paying Reverent Silence's mana cost. Destroy all enchantments.

Revive

1/1
Sorcery
Return target green card from your graveyard to your hand.

Rhox

4/4
Creature — Beast
You may have Rhox deal combat damage to defending player as though it weren't blocked.

Rib Cage Spider

2/2
Creature — Spider
Rib Cage Spider may block as though it had flying.

River Boa

2/2
Creature — Snake
Islandwalk. ♣: Regenerate River Boa.

Root Cage

2/2
Enchantment
Mercenaries don't untap during their controllers' untap steps.

Rooting Kavu

2/2
Creature — Kavu
When Rooting Kavu is put into a graveyard from play, you may remove Rooting Kavu from the game. If you do, shuffle all creature cards from your graveyard into your library.

Rowen

2/2
Enchantment
Reveal the first card you draw each turn. Whenever you reveal a basic land card this way, draw a card.

Rushwood Dryad

1/1
Creature — Dryad
Forestwalk.

Rushwood Elemental

2/2
Creature — Elemental
Trample. At the beginning of your upkeep, you may put a +1/+1 counter on Rushwood Elemental.

Rushwood Herbalist

2/2
Creature — Spellshaper
♣: Discard a card from your hand: Regenerate target creature.

Rushwood Legate

2/2
Creature — Dryad
If an opponent controls an island and you control a forest, you may play Rushwood Legate without paying its mana cost.

Saber Ants

2/3
Creature — Insect
Whenever Saber Ants is dealt damage, you may put that many 1/1 green Insect creature tokens into play.

Sacred Prey

1/1
Creature — Beast
When Sacred Prey becomes blocked, you gain 1 life.

Saproling Burst

2/2
Enchantment
Fading 7: Remove a fade counter from Saproling Burst: Put a green Saproling creature token into play. It has this creature's power and toughness are each equal to the number of fade counters on Saproling Burst. When Saproling Burst leaves play, destroy all tokens put into play with Saproling Burst. They can't be regenerated.

Saproling Cluster

1/1
Enchantment
1: Discard a card from your hand: Put a 1/1 green Saproling creature token into play. Any player may play this ability.

Saproling Infestation

1/1
Enchantment
Whenever a player pays a kicker cost, you put a 1/1 green Saproling creature token into play.

Saproling Symbiosis

3/3
Sorcery
You may play Saproling Symbiosis any time you could play an instant if you pay 2 more to play it. Put a 1/1 green Saproling creature token into play for each creature you control.

Scouting Trek

1/1
Sorcery
Search your library for any number of basic land cards, reveal them, and set them aside. Shuffle your library, then put those cards on top of it in any order.

Scaled Wurm

7/6
Creature — Wurm

Seal of Strength

3/3
Enchantment
Sacrifice Seal of Strength: Target creature gets +3/+3 until end of turn.

Serpentine Kavu

1/1
Creature — Kavu
♣: Serpentine Kavu gains haste until end of turn.

Skymind Dryads

1/1
Sorcery
Return target card from your graveyard to your hand.

Silt Crawler

2/2
Creature — Beast
When Silt Crawler comes into play, tap all lands you control.

Silverglade Elemental

2/2
Creature — Elemental
When Silverglade Elemental comes into play, you may search your library for a forest card and put that card into play. If you do, shuffle your library.

Silverglade Pathfinder

1/1
Creature — Spellshaper
♣: Discard a card from your hand: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Skyskroud Behemoth

5/5
Creature — Beast
Fading 10: Skyskroud Behemoth comes into play tapped.

Skyskroud Claim

3/3
Sorcery
Search your library for up to two forest cards and put them into play. Then shuffle your library.

Skyskroud Cutter

2/2
Creature — Beast
If you control a forest, you may have each other player gain 5 life instead of paying Skyskroud Cutter's mana cost.

Skyskroud Poacher

2/2
Creature — Rebel
♣: Search your library for an Elf card and put that card into play. Then shuffle your library.

Skyskroud Ridgeback

2/3
Creature — Beast
Fading 2.

Skyskroud Sentinel

1/1
Creature — Elf
When Skyskroud Sentinel comes into play, you may search your library for up to three Skyskroud Sentinel cards, reveal them, and put them into your hand. If you do, shuffle your library.

Snag

Instant
You may discard a forest from your hand instead of paying Snag's mana cost. Prevent all combat damage that would be dealt by unblocked creatures this turn.

Snake Pit

3/3
Enchantment
Whenever an opponent plays a blue or black spell, you may put a 1/1 green Snake creature token into play.

Snorting Gahr

2/3
Creature — Beast
Whenever Snorting Gahr becomes blocked, it gets +2/+2 until end of turn.

Spidersilk Armor

2/2
Enchantment
Creatures you control get +0/+1 and may block as though they had flying.

Spitting Spider

3/3
Creature — Spider
Spitting Spider may block as though it had flying. Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.

Spontaneous Generation

3/3
Sorcery
Put a 1/1 green Saproling creature token into play for each card in your hand.

Spore Frog

1/1
Creature — Frog
Sacrifice Spore Frog: Prevent all combat damage that would be dealt this turn.

Squal

2/2
Creature — Beast
Squal deals 2 damage to each creature with flying.

S

may have it deal damage equal to its power to target creature. If you do, Laccolith Titan deals no combat damage this turn.

Laccolith Warrior
 Creature — Beast
 Whenever Laccolith Warrior becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Warrior deals no combat damage this turn.

Laccolith Whelp
 Creature — Beast
 Whenever Laccolith Whelp becomes blocked, you may have it deal damage equal to its power to target creature. If you do, Laccolith Whelp deals no combat damage this turn.

Latulla, Keldon Overseer
 Creature — Spellshaper Legend
 ✕, ✕. Discard two cards from your hand: Latulla, Keldon Overseer deals X damage to target creature or player.

Latulla's Orders
 Enchant Creature
 You may play Latulla's Orders any time you could play an instant. Whenever enchanted creature deals combat damage to defending player, you may have it destroy target artifact that player controls.

Lava Runner
 Creature — Lizard
 Haste. Whenever Lava Runner becomes the target of a spell or ability, that spell or ability's controller sacrifices a land.

Lesser Gargadon
 Creature — Beast
 Whenever Lesser Gargadon attacks or blocks, sacrifice a land.

Lightning Blast
 Instant
 Lightning Blast deals 4 damage to target creature or player.

Lightning Dart
 Instant
 Lightning Dart deals 1 damage to target creature. If that creature is white or blue, Lightning Dart deals 4 damage to it instead.

Lightning Hounds
 Creature — Hound
 First strike.

Lithophage
 Creature — Insect
 At the beginning of your upkeep, sacrifice Lithophage unless you sacrifice a mountain.

Loafing Giant
 Creature — Giant
 Whenever Loafing Giant attacks or blocks, put the top card of your library into your graveyard. If that card is a land card, prevent all combat damage that Loafing Giant would deal this turn.

Lunge
 Instant
 Lunge deals 2 damage to target creature and 2 damage to target player.

Mages' Contest
 Instant
 You and target spell's controller bid life. You start the bidding with a high bid of 1. In turn order, each player may top the high bid. The bidding ends when the high bid stands. The highest bidder loses life equal to the high bid. If you win the bidding, counter that spell.

Magistrate's Veto
 Enchantment
 White creatures and blue creatures can't block.

Mana Cache
 Enchantment
 At the end of each player's turn, put a charge counter on Mana Cache for each untapped land that player controls. Remove a charge counter from Mana Cache: Add one colorless mana to your mana pool. Any player may play this ability but only during his or her turn before the end phase.

Manabarbs
 Enchantment
 Whenever a player taps a land for mana, Manabarbs deals 1 damage to him or her.

Maniacal Rage
 Enchant Creature
 Enchanted creature gets +2/+2 and can't block.

Mercadia's Downfall
 Instant
 Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

Mogg Alarm
 Sorcery
 You may sacrifice two mountains instead of paying Mogg Alarm's mana cost. Put two 1/1 red Goblin creature tokens into play.

Mogg Salvage
 Instant
 If an opponent controls an island and you control a mountain, you may play Mogg Salvage without paying its mana cost. Destroy target artifact.

Mogg Toady
 Creature — Goblin
 Mogg Toady can't attack unless you control more creatures than defending player. Mogg Toady can't block unless you control more creatures than attacking player.

Moggcatcher
 Creature — Mercenary
 ✕, ✕. Search your library for a Goblin card and put that card into play. Then shuffle your library.

Mountain Goat
 Creature — Goat
 Mountainwalk.

Obelisk
 Sorcery
 Obelisk can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.

Ogre Taskmaster
 Creature — Ogre
 Ogre Taskmaster can't block.

Orcish Artillery
 Creature — Orc
 ✕. Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Oriflame
 Enchantment
 Attacking creatures you control get +1/+0.

Overload
 Instant
 Kicker 2. Destroy target artifact if its converted mana cost is 2 or less. If you paid the kicker cost, destroy that artifact if its converted mana cost is 5 or less instead.

Panic Attack
 Sorcery
 Up to three target creatures can't block this turn.

Pillage
 Sorcery
 Destroy target artifact or land. It can't be regenerated.

Pouncing Kavu
 Creature — Kavu
 Kicker 2. First strike. If you paid the kicker cost, Pouncing Kavu comes into play with two +1/+1 counters on it and has haste.

Pulverize
 Sorcery
 You may sacrifice two mountains instead of paying Pulverize's mana cost. Destroy all artifacts.

Puppet's Verdict
 Instant
 Flip a coin. If you win the flip, destroy all creatures with power 2 or less. If you lose the flip, destroy all creatures with power 3 or greater.

Pyrotechnics
 Sorcery
 Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

Rage Weaver
 Creature — Wizard
 2: Target black or green creature gains haste until end of turn.

Raging Goblin
 Creature — Goblin
 Haste.

Reckless Emburmage
 Creature — Wizard
 1: Reckless Emburmage deals 1 damage to target creature or player and 1 damage to itself.

Relentless Assault
 Sorcery
 Untap all creatures that attacked this turn. You get an additional combat phase followed by an additional main phase this turn.

Rhystic Lightning
 Instant
 Rhystic Lightning deals 4 damage to target creature or player unless that creature's controller or that player pays 2. If he or she does, Rhystic Lightning deals 2 damage to the creature or player.

Ridgeline Rager
 Creature — Beast
 ✕. Ridgeline Rager gets +1/+0 until end of turn.

Robber Fly
 Creature — Insect
 Flying. Whenever Robber Fly becomes blocked, defending player discards his or her hand, then draws that many cards.

Rock Badger
 Creature — Beast
 Mountainwalk.

Rogue Kavu
 Creature — Kavu
 Whenever Rogue Kavu attacks alone, it gets +2/+0 until end of turn.

Ruby Leech
 Creature — Leech
 First strike. Red spells you play cost 2 more to play.

Rupture
 Sorcery
 Sacrifice a creature. Rupture deals damage equal to that creature's power to each creature without flying and each player.

Sabretooth Tiger
 Creature — Tiger
 First strike.

Savage Offensive
 Sorcery
 Kicker 2. Creatures you control gain first strike until end of turn. If you paid the kicker cost, they get +1/+1 until end of turn.

Scarred Puma
 Creature — Cat
 Scarred Puma can't attack unless a black or green creature also attacks.

Scorching Lava
 Instant
 Kicker 2. Scorching Lava deals 2 damage to target creature or player. If you paid the kicker cost, that creature can't be regenerated this turn and if it would be put into a graveyard this turn, remove it from the game instead.

Scoria Cat
 Creature — Cat
 Scoria Cat gets +3/+3 as long as you control no untapped lands.

Seal of Fire
 Enchantment
 Sacrifice Seal of Fire: Seal of Fire deals 2 damage to target creature or player.

Search for Survivors
 Sorcery
 Shuffle your graveyard. An opponent chooses a card from it at random. If that card is a creature card, put it into play. Otherwise, remove it from the game.

Searing Rays
 Sorcery
 Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

Searing Wind
 Instant
 Searing Wind deals 10 damage to target creature or player.

Seismic Mage
 Creature — Spellshaper
 2: ✕. Discard a card from your hand: Destroy target land.

Shatter
 Instant
 Destroy target artifact.

Shatterstorm
 Sorcery
 Destroy all artifacts. They can't be regenerated.

Shivan Emissary
 Creature — Wizard
 Kicker 1. When Shivan Emissary comes into play, if you paid the kicker cost, destroy target nonblack creature. It can't be regenerated.

Shivan Harvest
 Enchantment
 1: Sacrifice a creature: Destroy target nonbasic land.

Shock
 Instant
 Shock deals 2 damage to target creature or player.

Shock Troops
 Creature — Soldier
 Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.

Shrieking Mogg
 Creature — Goblin
 Haste.

Sizzle
 Sorcery
 Sizzle deals 3 damage to each opponent.

Skittish Kavu
 Creature — Kavu
 Skittish Kavu gets +1/+1 as long as no opponent controls a white or blue creature.

Skizik
 Creature — Elemental
 Kicker 2. Trample; haste. At end of turn, sacrifice Skizik unless the kicker cost was paid.

Slimy Kavu
 Creature — Kavu
 ✕: Target land becomes a swamp until end of turn.

Spitting Drake
 Creature — Drake
 Flying. ✕. Spitting Drake gets +1/+0 until end of turn. No more than 2 can be spent this way each turn.

Spitting Earth
 Sorcery
 Spitting Earth deals to target creature damage equal to the number of mountains you control.

Spur Grappler
 Creature — Beast
 Spur Grappler gets +2/+1 as long as you control no untapped lands.

Squee, Goblin Nabob
 Creature — Goblin Legend
 At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

Stand or Fall
 Enchantment
 At the beginning of your combat phase, separate all creatures defending player controls into two face-up piles. Only creatures in the pile of that player's choice may block this turn.

Stone Rain
 Sorcery
 Destroy target land.

Stronghold Gambit
 Sorcery
 Each player chooses a card in his or her hand. Then each player reveals his or her chosen card. The owner of the creature card revealed this way with the lowest converted mana cost puts that card into play. If two or more creature cards are tied for lowest cost, those cards are put into play.

Stun
 Instant
 Target creature can't block this turn. Draw a card.

Talruum Minotaur
 Creature — Minotaur
 Haste.

Task Mage Assembly
 Enchantment
 When there are no creatures in play, sacrifice Task Mage Assembly. 2: Task Mage Assembly deals 1 damage to target creature. Any player may play this ability but only any time he or she could play a sorcery.

Tectonic Break
 Sorcery
 Each player sacrifices X lands.

Tectonic Instability
 Enchantment
 Whenever a land comes into play, tap all lands its controller controls.

Territorial Dispute
 Enchantment
 Players can't play lands. At the beginning of your upkeep, sacrifice Territorial Dispute unless you sacrifice a land.

Thieves' Auction
 Sorcery
 Set aside all permanents. You choose one of those cards and put it into play tapped under your control. Then your opponent chooses one and puts it into play tapped under his or her control. Repeat this process until all cards set aside this way have been chosen. (Local enchantments with no permanent to enchant remain removed from the game.)

Thunderclap
 Instant
 You may sacrifice a mountain instead of paying Thunderclap's mana cost. Thunderclap deals 3 damage to target creature.

Thunderscape Apprentice
 Creature — Wizard
 ✕. ✕: Target player loses 1 life. ✕. ✕: Target creature gets +1/+1 until end of turn.

Thunderscape Master
 Creature — Wizard
 ✕. ✕. ✕: Target player loses 2 life and you gain 2 life. ✕. ✕. ✕: Creatures you control get +2/+2 until end of turn.

Tremor
 Sorcery
 Tremor deals 1 damage to each creature without flying.

Tribal Flames
 Sorcery
 Tribal Flames deals X damage to target creature or player, where X is the number of basic land types among lands you control.

Unlabeled
 Instant
 Target player can't play land cards this turn. Draw a card.

Two-Headed Dragon
 Creature — Dragon
 Flying. ✕. Two-Headed Dragon gets +2/+0 until end of turn. Two-Headed Dragon can't be blocked except by two or more creatures. It may block one additional creature. (All blocks must be legal.)

Unholy Battle
 Enchantment
 Creatures your opponents play come into play tapped.

Urza's Rage
 Instant
 Kicker 8. Urza's Rage can't be countered by spells or abilities. Urza's Rage deals 3 damage to target creature or player. If you paid the kicker cost, instead Urza's Rage deals 10 damage to that creature or player and the damage can't be prevented.

Verdugo
 Instant
 Verdugo deals 2 damage to target creature with flying. It loses flying until end of turn.

Veteran Brawlers
 Creature — Soldier
 Veteran Brawlers can't attack if defending player controls an untapped land. Veteran Brawlers can't block if you control an untapped land.

Vishino Grappler
 Creature — Vishino
 ✕. Vishino Grappler gains trample until end of turn.

Vishino Warrior
 Creature — Vishino

Vulcanic Dragon
 Creature — Dragon
 Flying, haste.

Vulcanic Geyser
 Instant
 Vulcanic Geyser deals X damage to target creature or player.

Vulcanic Wind
 Sorcery
 Vulcanic Wind deals X damage divided as you choose among any number of target creatures, where X is the number of creatures in play.

Wall of Fire
 Enchantment
 ✕. Wall of Fire gets +1/+0 until end of turn.

War Cadence
 Enchantment
 ✕. ✕: Creatures can't block this turn unless their controller pays X for each blocking creature.

Warmonger
 Sorcery
 ✕: Warmonger deals 1 damage to each creature without flying and each player. Any player may play this ability.

Warpath
 Instant
 Warpath deals 3 damage to each blocking creature and each blocked creature.

Whip Sergeant
 Creature — Soldier
 ✕: Target creature gains haste until end of turn.

Wild Jhovall
 Creature — Cat

Word of Blasting
 Instant
 Destroy target Wall. It can't be regenerated. Word of Blasting deals damage equal to that Wall's converted mana cost to the Wall's controller.

Zap
 Instant
 Zap deals 1 damage to target creature or player. Draw a card.

Zorapa Minotaur
 Creature — Minotaur
 First strike. 2: Zorapa Minotaur loses first strike until end of turn. Any player may play this ability.

Alabaster Leech
 Creature — Leech
 White spells you play cost 2 more to play.

Alabaster Wall
 Creature — Wall
 ✕: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Angel of Mercy
 Creature — Angel
 Flying. When Angel of Mercy comes into play, you gain 3 life.

Angelic Favor
 Instant
 If you control a plains, you may tap an untapped creature you control instead of paying Angelic Favor's mana cost. Play Angelic Favor only during combat. Put a 4/4 white Angel creature token with flying into play. Remove it from the game at end of turn.

Animate Wall
 Enchant Creature
 Enchanted creature may attack as though it weren't a Wall.

Archangel
 Creature — Angel
 Flying. Archangel doesn't cause Archangel to tap.

Ardent Militia
 Creature — Soldier
 Archangel doesn't cause Ardent Militia to tap.

Ardent Soldier
 Creature — Soldier
 Kicker 2. Archangel doesn't cause Ardent Soldier to tap. If you paid the kicker cost, Ardent Soldier comes into play with a +1/+1 counter on it.

Armageddon
 Sorcery
 Destroy all lands.

Armistice
 Enchantment
 ✕. ✕: You draw a card and target opponent discards a card.

Armored Pegasus
 Creature — Pegasus
 Flying.

Arrest
 Enchant Creature
 Enchanted creature can't attack or block, and its activated abilities can't be played.

Ataia, Samite Master
 Creature — Cleric Legend
 ✕. ✕: Choose one — Prevent the next X damage that would be dealt to target creature this turn; or you gain X life. Spend only white mana this way.

Aura Fracture
 Enchantment
 Sacrifice a land: Destroy target enchantment.

Avatar of Hope
 Creature — Avatar
 Flying. If you have 3 life or less, Avatar of Hope costs 6 less to play. Avatar of Hope may block any number of creatures.

Avenger en-Dal
 Creature — Spellshaper
 2: ✕. Discard a card from your hand: Remove target attacking creature from the game. Its controller gains life equal to its toughness.

Ballista Squad
 Creature — Rebel
 ✕. ✕. Ballista Squad deals X damage to target attacking or blocking creature.

Benalish Emissary
 Creature — Wizard
 Kicker 1. When Benalish Emissary comes into play, if you paid the kicker cost, destroy target land.

Benalish Herald
 Creature — Soldier
 ✕. ✕: Draw a card.

Benalish Lancer
 Creature — Knight
 Kicker 2. If you paid the kicker cost, Benalish Lancer comes into play with two +1/+1 counters on it and has first strike.

Benalish Trapper
 Creature — Soldier
 ✕. ✕: Tap target creature.

Blessed Wind
 Sorcery
 Target player's life total becomes 20.

Blinding Angel
 Creature — Angel
 Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.

Blinding Light
 Sorcery
 Tap all nonwhite creatures.

Capashen Unicorn
 Creature — Unicorn
 1: ✕. ✕. Sacrifice Capashen Unicorn: Destroy target artifact or enchantment.

Castle
 Enchantment
 Untapped creatures you control get +0/+2.

Celestial Convergence
 Enchantment
 Celestial Convergence comes into play with seven omen counters on it. At the beginning of your upkeep, remove an omen counter from Celestial Convergence. If there are no omen counters on Celestial Convergence, the player with the highest life total wins the game. If two or more players are tied for highest life total, the game is a draw.

Celestial Dawn
 Enchantment
 Nonland cards you own that aren't in play are white. Nonland permanents you control are white. Lands you control are plains. Colored mana symbols on all those cards and permanents are ✕.

Charm Peddler
 Creature — Spellshaper
 ✕. ✕. Discard a card from your hand: The next time a source of your choice would deal damage to target creature this turn, prevent that damage.

Charmed Griffin
 Creature — Griffin
 Flying. When Charmed Griffin comes into play, each other player may put an artifact or enchantment card into play from his or her hand.

Chieftain en-Dal
 Creature — Knight
 Whenever Chieftain en-Dal attacks, attacking creatures gain first strike until end of turn.

Cho-Arim Alchemist
 Creature — Spellshaper
 1: ✕. ✕. Discard a card from your hand: The next time a source of your choice would deal damage to you this turn, prevent that damage and gain that much life.

Cho-Arim Bruiser
 Creature — Rebel
 Whenever Cho-Arim Bruiser attacks, you may tap up to two target creatures.

Cho-Arim Legate
 Creature — Soldier
 Protection from black. If an opponent controls a swamp and you control a plains, you may play Cho-Arim Legate without paying its mana cost.

Cho-Manno, Revolutionary
 Creature — Rebel Legend
 Prevent all damage that would be dealt to Cho-Manno, Revolutionary.

Cho-Manno's Blessing
 Enchant Creature
 You may play Cho-Manno's Blessing any time you could play an instant. As Cho-Manno's Blessing comes into play, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Cho-Manno's Blessing.

Common Cause
 Enchantment
 Nonartifact creatures get +2/+2 as long as they all share a color.

CoP: Black
 Enchantment
 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

CoP: Blue
 Enchantment
 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

CoP: Green
 Enchantment
 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

CoP: Red
 Enchantment
 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

CoP: White
 Enchantment
 1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Cornered Market
 Enchantment
 Players can't play spells or nonbasic lands with the same name as a card in play.

Crackdown
 Enchantment
 Nonwhite creatures with power 3 or greater don't untap during their controllers' untap steps.

Crimson Accolyte
 Creature — Cleric
 Protection from red. ✕: Target creature gains protection from red until end of turn.

Crossbow Infantry
 Creature — Soldier
 ✕: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crusade
 Enchantment
 White creatures get +1/+1.

Crusading Knight
 Creature — Knight
 Protection from black. Crusading Knight gets +1/+1 for each swamp your opponents control.

Daraja Griffin
 Creature — Griffin
 Flying. Sacrifice Daraja Griffin: Destroy target black creature.

D'Avenant Archer
 Creature — Archer
 ✕: D'Avenant Archer deals 1 damage to target attacking or blocking creature.

Death of Glory
 Sorcery
 Separate all creature cards in your graveyard into two face-up piles. Remove the pile of an opponent's choice from the game and return the other to play.

Defender en-Vec
 Creature — Cleric
 Fading 4. Remove a fade counter from Defender en-Vec: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Defiant Falcon
 Creature — Rebel Bird
 Flying. ✕. ✕: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Defiant Vanguard
 Creature — Rebel
 When Defiant Vanguard blocks, at end of combat, destroy it and all creatures it blocked this turn.

Devout Witness
 Creature — Spellshaper
 1: ✕. ✕. Discard a card from your hand: Destroy target artifact or enchantment.

Dismantling Blow
 Instant
 Kicker 2. Destroy target artifact or enchantment. If you paid the kicker cost, draw two cards.

Divine Presence
 Enchantment
 If a source would deal 4 damage or more to a creature or player, that source deals 3 damage to that creature or player instead.

Divine Transformation
 Enchant Creature
 Enchanted creature gets +3/+3.

Diving Griffin
 Creature — Griffin
 Flying. Archangel doesn't cause Diving Griffin to tap.

Ekundu Griffin
 Creature — Griffin
 Flying, first strike.

Enlightened Tutor
 Instant
 Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it. •See Banned & Restricted, p. 77.

Enchanter
 Enchant Creature
 Enchanted creature may block any number of creatures.

Ethereal Champion
 Creature — Avatar
 Pay 1 life: Prevent the next 1 damage that would be dealt to Ethereal Champion this turn.

Excise
 Instant
 Remove target attacking creature from the game unless its controller pays X.

Exile
 Instant
 Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

Alphabeta
 1E—Alpha/Beta
 2E—Unlimited
 3E—Revised

Fourth Edition
 4E—Fourth Edition
 5E—Fifth Edition
 6E—Classic

Portal
 P1—Portal
 P2—Portal: Second Age
 CH—Chronicles

Arabian Nights
 AN—Arabian Nights
 AQ—Antiquities
 LE—Legends

The Dark
 DK—The Dark
 FE—Fallen Empires

Ice Age
 IA—Ice Age
 HL—Homelands
 AL—Alliances

Mirage
 MR—Mirage
 VI—Visions
 WL—Weatherlight

Tempest
 TE—Tempest
 SH—Stronghold
 EX—Exodus

Urza's Saga
 US—Urza's Saga
 UL—Urza's Legacy
 UD—Urza's Destiny

Mercadian Masques
 MM—Mercadian Masques
 NE—Nemeses
 PR—Prophecy

Invasion
 IN—Invasion

Black—Common
 Silver—Uncommon
 Gold—Rare

Fanatical Devotion

Enchantment
Sacrifice a creature: Regenerate target creature.

Fight or Flight

Enchantment
At the beginning of each opponent's combat phase, separate all creatures that player controls into two face-up piles. Only creatures in the pile of his or her choice may attack this turn.

Flowering Field

Enchantment
Enchanted land has "☞: Prevent the next 1 damage that would be dealt to target creature or player this turn."

Fountain Watch

Enchantment
Creatures — Guardian
Artifacts and enchantments you control can't be the target of spells or abilities.

Fresh Volunteers

Enchantment
Creatures — Rebel

Glimmering Angel

Enchantment
Creatures — Angel
Flying. ☞: Glimmering Angel can't be the target of spells or abilities this turn.

Glittering Lion

Enchantment
Creatures — Cat
Prevent all damage that would be dealt to Glittering Lion. ☞: Until end of turn, Glittering Lion loses "Prevent all damage that would be dealt to Glittering Lion." Any player may play this ability.

Glittering Lynx

Enchantment
Creatures — Cat
Prevent all damage that would be dealt to Glittering Lynx. ☞: Until end of turn, Glittering Lynx loses "Prevent all damage that would be dealt to Glittering Lynx." Any player may play this ability.

Global Ruin

Enchantment
Creatures — Rebel
Each player chooses from the lands he or she controls a land of each basic land type, then sacrifices the rest.

Harsh Judgment

Enchantment
As Harsh Judgment comes into play, choose a color. If an instant or sorcery of the chosen color would deal damage to you, it deals that damage to its controller instead.

Healing Salve

Enchantment
Choose one — Target player gains 3 life, or prevent the next 3 damage that would be dealt to target creature or player this turn.

Heavy Ballista

Enchantment
Creatures — Soldier
☞: Heavy Ballista deals 2 damage to target attacking or blocking creature.

Hero's Resolve

Enchantment
Creatures — Soldier
Enchanted creature gets +1/+5.

Holy Day

Enchantment
Prevent all combat damage that would be dealt to this turn.

Honor the Fallen

Enchantment
Remove all creature cards in all graveyards from the game. You gain 1 life for each card removed this way.

Isolation Town

Enchantment
Creatures — Soldier
Put four 1/1 white Citizen creature tokens into play.

Ignoble Soldier

Enchantment
Creatures — Soldier
Whenever Ignoble Soldier becomes blocked, prevent all combat damage that would be dealt by it this turn.

Infantry Veteran

Enchantment
Creatures — Soldier
☞: Target attacking creature gets +1/+1 until end of turn.

Inviolability

Enchantment
Prevent all damage that would be dealt to enchanted creature.

Ivory Mask

Enchantment
You can't be the target of spells or abilities.

Jeweled Spirit

Enchantment
Creatures — Spirit
Flying. Sacrifice two lands: Jeweled Spirit gains protection from artifacts or from the color of your choice until end of turn.

Jhovall Queen

Enchantment
Creatures — Rebel
Attacking doesn't cause Jhovall Queen to tap.

Jhovall Rider

Enchantment
Creatures — Rebel
Trample.

Kismet

Enchantment
Creatures, creatures, and lands your opponents control come into play tapped.

Kjeldoran Royal Guard

Enchantment
Creatures — Soldier
☞: All combat damage that would be dealt to you by unblocked creatures this turn is dealt to Kjeldoran Royal Guard instead.

Lashknife

Enchantment
Creatures — Soldier
☞: If you control a plains, you may tap an untapped creature you control instead of paying Lashknife's mana cost. Enchanted creature has first strike.

Last Breath

Enchantment
Instant
Remove target creature with power 2 or less from the game. Its controller gains 4 life.

Lawbringer

Enchantment
Creatures — Rebel
☞: Sacrifice Lawbringer: Remove target red creature from the game.

Liberate

Enchantment
Instant
Remove target creature you control from the game. At end of turn, return that card to play under its owner's control.

Light of Day

Enchantment
Black creatures can't attack or block.

Lightbringer

Enchantment
Creatures — Rebel
☞: Sacrifice Lightbringer: Remove target black creature from the game.

Lin Sivvi, Defiant Hero

Enchantment
Creatures — Rebel Legend
☞: Search your library for a Rebel card with converted mana cost X or less and put that card into play. Then shuffle your library. ☞: Put target Rebel card from your graveyard on the bottom of your library.

Longbow Archer

Enchantment
Creatures — Soldier
First strike. Longbow Archer may block as though it had flying.

Mageta the Lion

Enchantment
Creatures — Spellshaper Legend
☞: Discard two cards from your hand: Destroy all creatures except for Mageta the Lion. Those creatures can't be regenerated.

Mageta's Boon

Enchantment
You may play Mageta's Boon any time you could play an instant. Enchanted creature gets +1/+2.

Mercenary Informer

Enchantment
Creatures — Rebel Mercenary
Mercenary Informer can't be the target of black spells or abilities. ☞: Put target Mercenary card on the bottom of its owner's library.

Mesa Falcon

Enchantment
Creatures — Bird
Flying. ☞: Mesa Falcon gets +0/+1 until end of turn.

Mine Bearer

Enchantment
Creatures — Soldier
☞: Sacrifice Mine Bearer: Destroy target attacking creature.

Mirror Strike

Enchantment
Instant
Target unblocked creature deals combat damage to its controller instead of to you this turn.

Moment of Silence

Enchantment
Instant
Target player skips his or her combat phase this turn.

Moonlit Wake

Enchantment
Whenever a creature is put into a graveyard from play, you gain 1 life.

Muzzle

Enchantment
Prevent all damage that would be dealt by enchanted creature.

Netter on-Dial

Enchantment
Creatures — Spellshaper
☞: Discard a card from your hand: Target creature can't attack this turn.

Nightwind Glider

Enchantment
Creatures — Rebel
Flying, protection from black.

Noble Purpose

Enchantment
Whenever a creature you control deals combat damage, you gain that much life.

Noble Stand

Enchantment
Whenever a creature you control blocks, you gain 2 life.

Obsidian Acolyte

Enchantment
Creatures — Cleric
Protection from black. ☞: Target creature gains protection from black until end of turn.

Off Balance

Enchantment
Instant
Target creature can't attack or block this turn.

Oracle's Attendants

Enchantment
Creatures — Soldier
☞: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

Order of the Sacred Torch

Enchantment
Creatures — Paladin
☞: Pay 1 life: Counter target black spell.

Orim's Cure

Enchantment
Instant
If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Orim's Cure. Prevent the next 4 damage that would be dealt to target creature or player this turn.

Orim's Touch

Enchantment
Instant
Kicker 1. Prevent the next 2 damage that would be dealt to target creature or player this turn. If you paid the kicker cost, prevent the next 4 damage that would be dealt to that creature or player this turn instead.

Pacifism

Enchantment
Enchanted creature can't attack or block.

Parallax Wave

Enchantment
Fading 5. Remove a fade counter from Parallax Wave. ☞: Remove target creature from the game if Parallax Wave is in play. When Parallax Wave leaves play, each player returns to play all cards he or she owns removed from the game with Parallax Wave.

Path of Peace

Enchantment
Sorcery
Destroy target creature. Its owner gains 4 life.

Pearl Dragon

Enchantment
Creatures — Dragon
Flying. ☞: Pearl Dragon gets +0/+1 until end of turn.

Pious Warrior

Enchantment
Creatures — Rebel
Whenever Pious Warrior is dealt combat damage, you gain that much life.

Pledge of Loyalty

Enchantment
Enchanted creature has protection from the colors of permanents you control. This effect doesn't remove Pledge of Loyalty.

Prison Barricade

Enchantment
Creatures — Wall
Kicker 1. ☞: If you paid the kicker cost, Prison Barricade comes into play with a +1/+1 counter on it and may attack as though it weren't a Wall.

Protective Sphere

Enchantment
☞: Pay 1 life: Prevent all damage that would be dealt to you this turn by a source of your choice that shares a color with the mana spent on this activation cost. (Colorless mana prevents no damage.)

Pure Reflection

Enchantment
Whenever a player plays a creature spell, destroy all Reflections. Then that player puts a white Reflection creature token into play with power and toughness each equal to the converted mana cost of that spell.

Ramosian Captain

Enchantment
Creatures — Rebel
First strike.

Ramosian Commander

Enchantment
Creatures — Rebel
☞: Search your library for a Rebel card with converted mana cost 5 or less and put that card into play. Then shuffle your library.

Ramosian Lieutenant

Enchantment
Creatures — Rebel
☞: Search your library for a Rebel card with converted mana cost 3 or less and put that card into play. Then shuffle your library.

Ramosian Rally

Enchantment
Instant
If you control a plains, you may tap an untapped creature you control instead of paying Ramosian Rally's mana cost. Creatures you control get +1/+1 until end of turn.

Ramosian Sergeant

Enchantment
Creatures — Rebel
☞: Search your library for a Rebel card with converted mana cost 2 or less and put that card into play. Then shuffle your library.

Ramosian Sky Marshal

Enchantment
Creatures — Rebel
Flying. ☞: Search your library for a Rebel card with converted mana cost 6 or less and put that card into play. Then shuffle your library.

Rampant Elephant

Enchantment
Creatures — Elephant
☞: Target creature blocks Rampant Elephant this turn if able.

Rappelling Scouts

Enchantment
Creatures — Rebel
☞: Rappelling Scouts gains protection from the color of your choice until end of turn.

Razorfoot Griffin

Enchantment
Creatures — Griffin
Flying, first strike.

Regal Unicorn

Enchantment
Creatures — Unicorn

Remedy

Enchantment
Instant
Prevent the next 5 damage that would be dealt to you by a number of target creatures and/or players, divided as you choose.

Renounce

Enchantment
Instant
Sacrifice any number of permanents. You gain 2 life for each one sacrificed this way.

Reprisal

Enchantment
Instant
Destroy target creature with power 4 or greater. It can't be regenerated.

Resistance Fighter

Enchantment
Creatures — Soldier
Sacrifice Resistance Fighter: Prevent all combat damage that would be dealt by target creature this turn.

Restrain

Enchantment
Instant
Prevent all combat damage that would be dealt by target attacking creature this turn. Draw a card.

Reveille Squad

Enchantment
Creatures — Rebel
Whenever you're attacked, if Reveille Squad is untapped, you may untap all creatures you control.

Revered Elder

Enchantment
Creatures — Cleric
☞: Prevent the next 1 damage that would be dealt to Revered Elder this turn.

Reverent Mantra

Enchantment
Instant
You may remove a white card in your hand from the game instead of paying Reverent Mantra's mana cost. All creatures gain protection from the color of your choice until end of turn.

Reverse Damage

Enchantment
Instant
The next time a source of your choice would deal damage to you this turn, prevent that damage. You gain 1 life equal to the damage prevented this way.

Reviving Dose

Enchantment
Instant
You gain 3 life. Draw a card.

Rewards of Diversity

Enchantment
Whenever an opponent plays a multicolored spell, you gain 4 life.

Reya Dawnbringer

Enchantment
Creatures — Angel Legend
Flying. At the beginning of your upkeep, you may return target creature card from your graveyard to play.

Rhystic Circle

Enchantment
☞: Any player may pay 1. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage.

Rhystic Shield

Enchantment
Instant
Creatures you control get +0/+1 until end of turn. They get an additional +0/+2 until end of turn unless any player pays 2.

Righteous Aura

Enchantment
☞: Pay 2 life: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Righteous Indignation

Enchantment
Whenever a creature blocks a black or red creature, the blocking creature gets +1/+1 until end of turn.

Sivvi's Ruse

Enchantment
Instant
If an opponent controls a mountain and you control a plains, you may play Sivvi's Ruse without paying its mana cost. Prevent all damage that would be dealt this turn to creatures you control.

Sivvi's Valor

Enchantment
Instant
If you control a plains, you may tap an untapped creature you control instead of paying the mana cost of Sivvi's Valor. All damage that would be dealt to target creature this turn is dealt to you instead.

Soothing Balm

Enchantment
Instant
Target player gains 5 life.

Soul Charmer

Enchantment
Creatures — Rebel
Whenever Soul Charmer deals combat damage to a creature, you gain 2 life unless that creature's controller pays 2.

Spirit Link

Enchantment
Enchanted creature
Whenever enchanted creature deals damage, you gain that much life.

Spirit of Resistance

Enchantment
If you control a permanent of each color, prevent all damage that would be dealt to you.

Spirit Weaver

Enchantment
Creatures — Wizard
☞: Target green or blue creature gets +0/+1 until end of turn.

Spiritual Asylum

Enchantment
Creatures and lands you control can't be the target of spells or abilities. When a creature you control attacks, sacrifice Spiritual Asylum.

Spiritual Focus

Enchantment
Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card.

Standing Troops

Enchantment
Creatures — Soldier
Attacking doesn't cause Standing Troops to tap.

Staunch Defenders

Enchantment
Creatures — Soldier
When Staunch Defenders comes into play, you gain 4 life.

Steadfast Guard

Enchantment
Creatures — Rebel
Attacking doesn't cause Steadfast Guard to tap.

Story Circle

Enchantment
As Story Circle comes into play, choose a color. ☞: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Strength of Unity

Enchantment
Enchanted creature gets +1/+1 for each basic land type among lands you control.

Sunscape Apprentice

Enchantment
Creatures — Wizard
☞: Target creature gets +1/+1 until end of turn. ☞: Put target creature you control on top of its owner's library.

Tempest

Enchantment
You may play Tempest any time you could play an instant if you pay 2 more to play it. Destroy all creatures. They can't be regenerated.

Tempest Efreit

Enchantment
Creatures — Djinn
First strike. Ruham Djinn gets -2/-2 as long as while is the most common creature among all permanents or is tied for most common.

Tempest Healer

Enchantment
Creatures — Cleric
☞: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Tempest Ministration

Enchantment
Instant
Prevent all damage that would be dealt by a source of your choice to you this turn. Whenever damage from a black or red source is prevented this way, you gain life equal to that damage.

Tempest Sanctuary

Enchantment
Prevent the next 1 damage that would be dealt to target creature this turn. Any player may gain that much life.

Tempest Cleansing

Enchantment
Sacrifice Seal of Cleansing: Destroy target artifact or enchantment.

Tempest Detail

Enchantment
Instant
Put a 1/1 white Soldier creature token into play. Play this ability only if you control no creatures and only once each turn.

Tempest Blessing

Enchantment
At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.

Tempest's Blessing

Enchantment
Attacking doesn't cause creatures you control to tap.

Tempest's Blessing

Enchantment
Enchanted creature doesn't untap during its controller's untap step. ☞: Return Shackles to its owner's hand.

Tempest's Blessing



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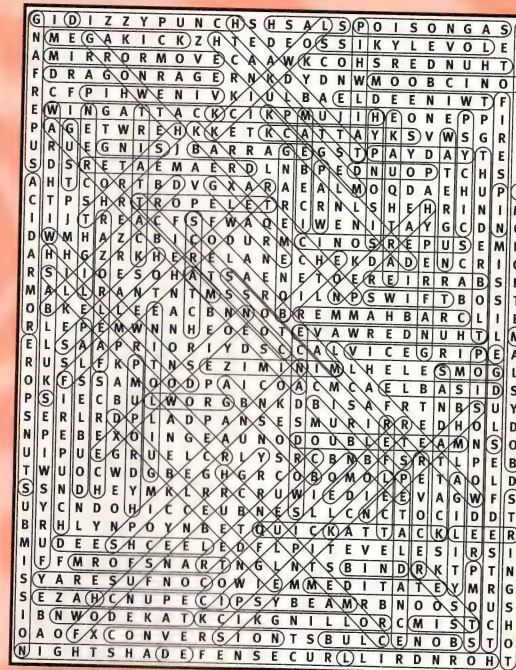
Pokémon Powers, ACTIVATE!

by Master Trainers Mike Gills and Pat Swift
(From page 28. Turn the magazine over.)

1. Play Energy Flow. Put the three Water Energy cards attached to Wartortle and the three Water Energy cards attached to Lapras into your hand.
2. Use the Shift Pokémon Power that Ditto has as a copy of Bryan's Venomoth. Turn Ditto into a Water type Pokémon.
3. Evolve Wartortle into Blastoise.
4. Use Blastoise's Rain Dance Pokémon Power. Attach six Water Energy cards to Ditto.
5. Play Nightly Garbage Run. Shuffle three Water Energy cards from your discard pile into your deck.
6. Play Professor Oak. Draw your last seven cards.
7. Use Blastoise's Rain Dance Pokémon Power. Attach three Water Energy cards to Ditto.
8. Play Gust of Wind. Choose Lt. Surge's Magnet on Bryan's Bench and switch it with his Venomoth.
9. Use the Energy Charge Pokémon Power that Ditto now has as a copy of Lt. Surge's Magnet. Take the three Lightning Energy cards attached to Electrode and the three Lightning Energy cards attached to Raichu and attach all six to Ditto.
10. Use Electrode's Buzzap Pokémon Power. Attach Electrode to Ditto as any Energy type. Bryan draws a Prize.
11. Play Item Finder. Discard Devolution Spray and a Lightning Energy card to get Gust of Wind out of your discard pile and put it into your hand.
12. Play Gust of Wind. Choose Moltres on Bryan's Bench and switch it with his Lt Surge's Magnet.
13. Attack with the Wildfire attack that Ditto now has as a copy of Moltres. Discard the 16 attached energy cards (including Electrode) to discard all 16 cards from Bryan's deck. (All Energy cards attached to Ditto may be used as any Energy type.)
14. Bryan takes his turn. Bryan cannot draw a card, so you win!

Hard- ATTACK

by Mike Selinker
(From page 30. Turn the magazine over.)



1. Tap all fifteen lands to add three black, three blue, three white, three green, and three red mana to your mana pool.
2. Use one blue and two generic mana to play Deliver on your own Kavu Titan.
3. Use one white mana to play Wane on Worth's Protective Sphere. Worth will be unable to activate it in response because the source that will deal damage is not currently in play.
4. Use one black mana to play Pain on Worth. Worth is forced to discard his Samite Ministrations.
5. Use one black and three generic mana to play Malice on Worth's Benalish Emissary, destroying it.
6. Use one red mana to play Assault on Worth. Assault deals 2 damage to Worth knocking him to 6 life.
7. Use two green and three colorless mana to play Kavu Titan. This allows you to pay the kicker making it a 5/5 trampling creature.
8. Fires of Yavimaya gives your Kavu Titan haste, so attack with the Kavu Titan. Once it has been declared as an attacker, sacrifice Fires of Yavimaya to give Kavu Titan +2/+2. It is now a 7/7 trampler until the end of the turn. Worth can block with his Vlashino Grappler, but the Kavu Titan will still trample over it to deal 6 damage to Worth.

(From page 52. Turn the magazine over.)
by Mark Rosewater

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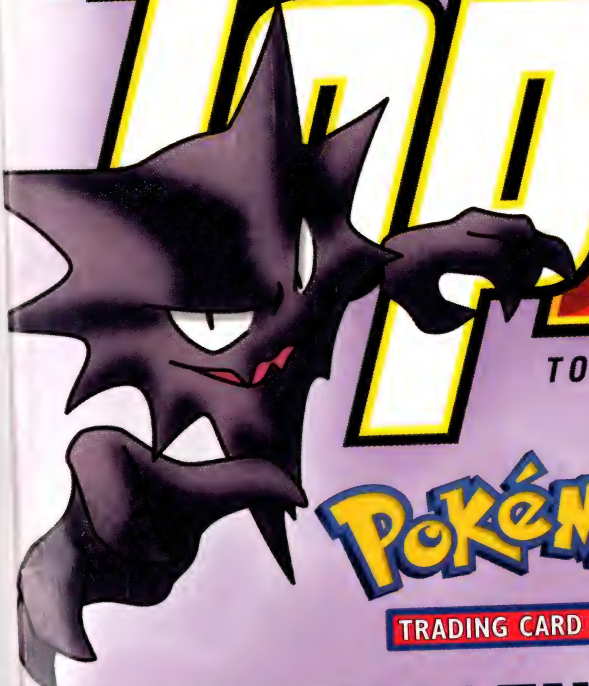


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STRAG VS. O'QUA

Name: STRAG
Home Region: THE UNDERNEATH
Height: 4'10"
Weight: 135 lbs.
Energy: 13

Special Abilities:
DEFENSE - Strag puts his all into his dream creatures, giving them his own energy to defend them against attack.

Dream Creature Arsenal:
Agovo, Bisiwog, Bruh, Cave Rudwot, Crystal Arbolit, Cave Hyren, Korrit, Giant Korrit, Mushroom Hyren, Pack Korrit, Parmalag, Giant Parmalag, Ormagon, Vulbor



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ENERGIZE YOUR DREAMS!

Name: O'QUA
Home Region: THE OROTHE DEEPS
Length: 8'5"
Weight: 170 lbs.
Energy: 14

Special Abilities:
CONJURE: O'Qua is especially gifted in the art of conjuring dream creatures. She can call up any creature at any time.

Dream Creature Arsenal:
Abaquist, Barl, Bwill, Deep Hyren, Coral Hyren, Karak, Megathan, Orathan, Orpus, Paralit, Parathin, Platheus, Sphor, Wellisk and Wellisk Pups



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Gym Challenge Encyclopedia

Pretty pictures of all the new Pokémon and Trainer cards.

Gym Challenge Top Ten

Our resident Pokemaniac lists his favorite new cards. *Will McDermott*

Gym Challenge Checklist

POKÉMON

TRADING CARD GAME

22 PokéCombos

To challenge these gym leaders, you'll need some new tricks. *Will McDermott*

24 The Evolution of Pokémon

Pokémon deck strategy has come a long way, baby! *Kevin Endo*

26 Pokémon for Parents

A Pokémon Tournament primer. *Will McDermott*

28 PokéPuzzles

Our biggest word search ever and a puzzling play problem. *Mike Selinker, Michael Gills, and Pat Swift*



32 Classic Decks

"Shootout in Town Square" expands the scope of your *Doomtown* games; plus a sneaky Gangrel V:TES deck. *Daniel Kaufman and Chris Thomasson*

36 The Emperor's Prize

Give in to your hate and help Luke cross over to the Dark Side. *Wojciech Jankowski*

38 On Deck

Anyone can hit a home run. Try turning stolen bases into RBIs. *Daniel Kaufman*

40 WCW™ Starrcade

One of the most ego-charged WCW Nitro events of the millennium. *Luke Peterschmidt*

42 TableTop

Recreate the Civil War with *Battle Cry*, or blow up a control ship and reclaim the Naboo palace with *The Queen's Gambit*. *Terry Coleman and Jesse Decker*

6 TopDog

12 Box 707

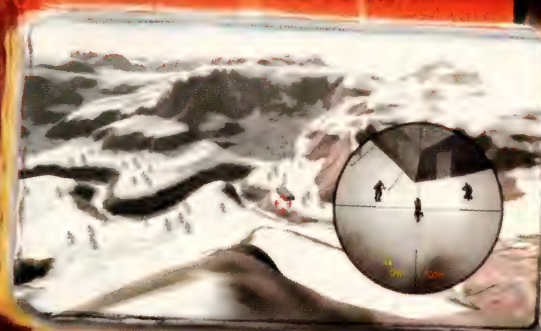
16 Top Priority

45 DPI

The Third Deployment of Delta Force is Here...

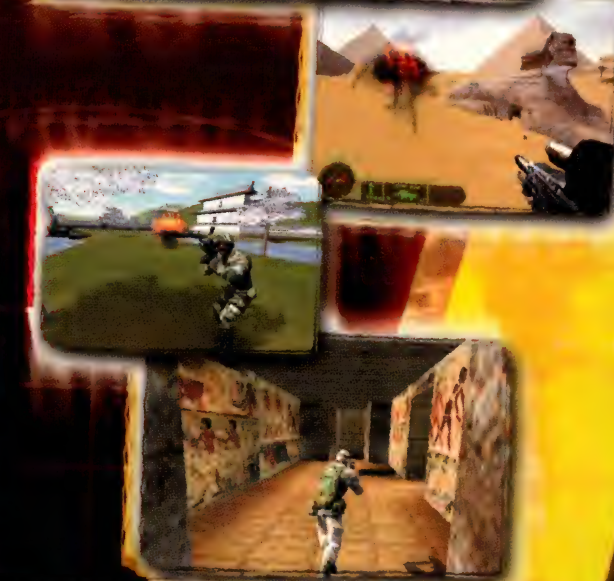
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Land Warrior™

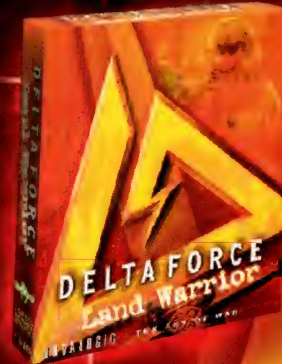


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TOPDOG

BY WILL MCDERMOTT

Magical girl won't you come out tonight?

Magical Girls Invade the West

I recently was introduced to the term Mahou Shoujo, which is Japanese for "magical girls" and is used to describe the genre of anime that includes both *Sailor Moon* and *Card Captors* (the latest anime import that has taken my house by storm). According to the *Sailor Moon Role-Playing Game and Resource Book* by Mark C. MacKinnon, the magical girl genre has been around in Japan since the late 1960s when *Mahotsukai Sari* ("Witch Sally") began airing on Japanese television.

However, even though MacKinnon lists over 20 magical girl anime series, this genre is still all but unknown in North America. That is currently changing, though, as the anime explosion of the last few years has catapulted *Sailor Moon* back into prominence (on Cartoon Network) and given *Card Captor Sakura* (its Japanese title) a shot in the hot Kids WB! Saturday lineup.

The magical girl stories are, at their base, coming of age stories with a twist—the heroine, who is struggling with all the changes in her life, also has magical powers. These powers, which are either a birthright or bestowed upon her by a "higher" power, often hinder the magic girl as much as help her. The powers set the heroine apart from her friends, and often force her into situations (such as saving the world) that a normal girl wouldn't have to face.

What I love about the magical girl shows is that these are stories of strong female characters dealing with both everyday issues as well as the supernatural problems associated with superhero stories. I find these strong female characters refreshing and I believe they are a good influence on young girls (who are too often inundated with male-dominated shows where females are relegated to more stereotypical roles). Or, maybe I just like to see girls kick some butt.

So, what does the magical girl genre have to do with gaming? Quite a lot, I believe. Anime is very powerful in the entertainment industry right now, and I think that a good magical girl genre game (perhaps the *Sailor Moon* trading card game) can bring a lot more girls into the male-dominated world of gaming. This would be a boon not only to the gaming industry in general, but to all those male gamers who rarely see a girl on Saturday night.

Will B. McDermott

Will McDermott
Editor-in-Chief

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Below are some of my favorite shows that use elements of the magical girl genre. Would I watch these (and take such an interest in this genre) if I didn't have a 7-year-old daughter? Probably. Although I might not admit it in public.

1. Sailor Moon. This classic magical girl series was the first one to break into western television. In between kicking evil butt, the sailor scouts deal with boys, grades, and doubts about their future.

2. Powerpuff Girls. More a parody of the magical girl genre than a true magical girl show, this anime-esque western cartoon does have most of the magical girl elements.

3. Card Captors. The most recent magical girl import, *Card Captors* is a fun show with an interesting premise. A book full of magical "Clow" cards has been opened and the cards have escaped. Sakura is anointed as the "one" who must recapture the cards.

4. Kiki's Delivery Service. Actually a movie and not a T.V. series, this coming of age story has all the elements of the magical girls

genre. Kiki is a young witch who must leave home for a year as part of her training and live in a mostly mundane world with only her talking cat (voiced by Phil Hartman in the English version) to help guide her.

5. Xena: Warrior Princess. Okay. This is not strictly a magical girl series. Xena is too old for one thing. However, *Xena: Warrior Princess* takes a lot of cues from the magical girl genre and was one of the first western television series to succeed with a powerful (almost supernatural) heroine in a leading role.

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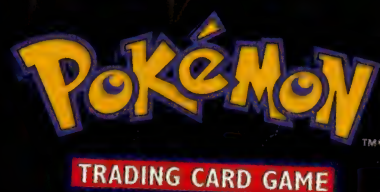
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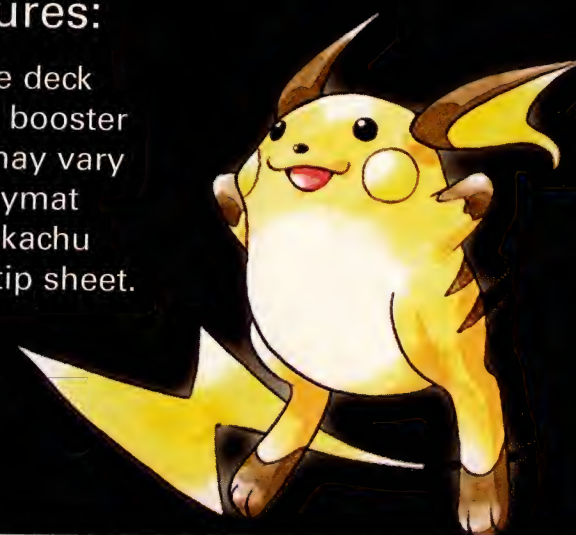


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Please Sir, May I Have Some More?

"It's a beautiful day in the super-secret headquarters; a beautiful day in the super-secret headquarters..." Good afternoon boys and girls and welcome to another installment of "Box 707." I'm pleased to announce that the former letters editor is still in that "happy padded place" eating tapioca pudding, and that yours truly is back with you again this month. My superiors have found that my talent, wit, charm, and high IQ make me irreplaceable to this column, so yea to me.

This month I shall tackle the large stack of correspondence that the derriere-fixated, former editor left behind. In his honor (actually, I just find it amusing to taunt him while he's helplessly bouncing off white, padded walls), I'll focus on readers who, like the former letters editor, have an obsession.

Peter-Pan Syndrome strikes again!

I just read your first issue of *TopDeck*. I truly enjoyed it! I am a 56-year-old Pokémانيac. If you haven't fainted dead away on seeing that, then I'll continue! My roommate (also 56) and I became Pokémon fanatics after she "dragged" me to see *Pokémon: The First Movie*. Since we're both suckers for cute, Pikachu got to us. We began collecting the toys, mostly the plush Pikachus, but then we got really down and dirty, and now we live in what could easily pass as a Pokémon Center! When I read the article about collecting in your August, 2000 issue, I laughed.

The young lady pictured with her collection does, indeed, have an impressive collection. She even has a few items we don't have. However, we do have nearly 100 plush Pikachu in all sizes, including four of the electronic, talking plush ones. We have the remote-controlled Pikachu car, several Pikachu clocks and watches, two Pikachu calculators, the Pikachu talking bank, Pikachu snack plates, bowls, and flatware; we have Pokémon linens, pillows, and a Pokémon plush throw, as well as three Pokémon umbrellas. I won't even try to list the cards, but suffice it to say that I have many, many binders full and several complete sets of some cards, including some rare ones (yes, I have a holofoil Charizard!) I have the oversized Pikachu card, all of the Burger King cards, including a complete set of the Gold ones. We have nearly every one of the comics that have been released in English, and most of the collector's magazines. We have Pokémon desk sets, pencils, pens, crayons, posters, and marbles! [I think you get the idea. Her letter continues for almost another page, Ed.]

I know I've left out a lot, but I covered the basics, I think. I might conclude by saying we saw *Pokémon: The Movie 2000*, twice. We were the only adults there with no kids in tow, but we enjoyed the kids we met! There's something to be said for refusing to grow up, and I think I may have just said it. On a parting note, the license plate on my car reads, "PIKA PWR." My roommate has "RAICHU2" on hers! Liz (a.k.a. "Bitey"), sent via email

Opening the TopDrawer

For those of you who have been diagnosed with "topdraweria"—an unhealthy preoccupation with our reader artwork—worry not! I have not neglected you. No need for withdrawal. The winner this month is Andrew Cano of San Pedro, California. Yet another young man suffering from Pokémания, Andrew is 15 years old and writes, "I like the Pokémon



trading card game, I like collecting it, I draw Pokémon stuff like a madman, and I love your magazine!" Well, we love your drawing, Andrew. So much so, that you took first place over all the other talented artists that sent in their artwork. The level of detail and shading your drawing displays, despite using the difficult medium of felt pens, is quite impressive. Your box of boosters will be on the way to your mailbox shortly!

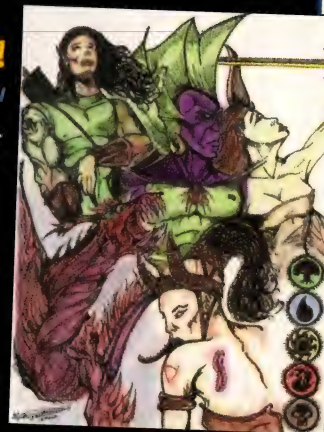
WINNER!

Andrew Cano, San Pedro, CA

RUNNER-UP!

Gus Rodeen, Kansas City, MI

The "Runner-up but oh-so-close-to-first-place" award goes to Gus Rodeen, who hails from Kansas City, Missouri. Gus tells us that one of his life goals is to work as an artist for Wizards of the Coast. Keep checking the Wizard's website for job postings, Gus, but bear in mind—once you get in...you never get out. Unless of course big, strong men dressed in white carry you off in a black, unmarked van to the happy place.



Bitey displays a common affliction that has affected many in the last couple of years. Highly contagious Pokémания can hit people of all ages (as evidenced by Bitey). Beware that Pokémания can be spread through simple letter and email correspondence, by sharing an apartment with a Pokémانيac, and by increasing your usage of the word "cute." As with any obsession, the first step is admittance, so congratulations Bitey! In another letter, Bitey was upset because the cards were missing from every copy of the current issue of *TopDeck* in all the stores she checked. My best advice to those wanting to make sure they get the promo cards we include in *TopDeck* is to subscribe. And hey, what better way to feed that Pokémon obsession?

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A Stickler for Details

Dear Wizards of the Coast, I've noticed on your Dark Arbok cards there is a funny mistake you guys made during printing. The mistake is on the copyright. It says ©1999-23000. When I first noticed this mistake I thought, "Gee, is Pokémon going to be around in 3000 years?" Also, on some Charmanders, why is the "T" on the attack Fire Tail kind of small? Is it an ink mistake?

Sincerely,

Nicholas Paterson, New Brunswick, Canada

Just down the hallway from the TopDeck secret headquarters is a well-guarded laboratory where our most brilliant scientists—all of whom have Pokémania—are devising a machine to infuse Pokémon cards with cockroach DNA. They hope to graft the cockroach's longevity onto Pokémon cards. Long after we're all gone, cockroaches and Pokémon may be the only things left on Earth. If our scientists are successful, Pokémon may be around in 3000 years (or even 21,000 years). The small "T" on Charmander's Fire Tail attack is just an optical illusion (an early sign of Pokémania). Go seek some help for your "nit-pickity" problem before you end up eating tapioca pudding with our former letters editor.

Give It A Rest!

Dear TopDeck,

I just wanted to tell some of your readers something. Stop begging for free stuff. Sure we would all like a free magazine, or booster packs, or the holofoils we need to complete our sets, but the impression I get is that TD can't give away free stuff. The reason I feel this way is because in issue #7 there were eight different letters, and half of them were asking TD for free stuff! Every time someone asks for free stuff, TD says nicely that they can't because they don't have the stuff. And if they did, when one person got it, everyone

else and their brother would want it too. So just don't ask for everything from TD.

Your new Fan,

Eric MacIntyre, Traverse City, Michigan

Eric is obsessed with those who are obsessed with asking us for freebies. While addictions can be dangerous things in the hands of the wrong person, I would just like to say: "Yeah, what Eric said."

Risking It All...

Dear TopDeck Magazine,

I am a fan of Magic and live in Landstuhl, Germany, and am a dependent of an Air Force military member. My parents and teachers alike hate the game, but I love Magic. I have been unfortunate enough to be in a place where they don't carry the current Standard editions. I hope that my art wins, or that you can honor my request for a specific card. If neither of these things is possible, please print my letter in your upcoming issue!!! PLEASE!!! Just getting this printed would make my year, and winning the art contest would definitely give me bragging rights with my buddies. Well I have to go. If my mom catches me writing this she would never forgive me and would give me some really horrible punishment like cleaning toilets for a year!

Your fan from the start,

Gregory Thomas Horn, Landstuhl, Germany

Greg is such a loyal fan of Magic and TopDeck Magazine that he risked cleaning toilets for 365 days just to write us this letter! This syndrome is known as "Fan-atic." Those suffering from fanaticism often display a willingness to complete

abhorrent tasks to pursue the object of their affection. Greg, your artwork didn't win this month, but I hope that getting your letter printed still wins you bragging rights with your buddies. As for the cards you requested...um, see the letter from Eric MacIntyre, above.

Puzzled Again

TopDeck,

My husband and I were puzzling over an article by Michael Mikaelian entitled "Last Pokémon Standing" on page 46 [issue # 10]. Neither of us could figure out how to defeat "Shanna" in just one turn. We went to the answer on page 62 and found an error. It says, "Play Misty. Discard two Fire Energy cards. When your Pokémon attacks this turn, it does 20 more damage." The Trainer Misty card reads, "If this Pokémon's attack does damage to the Defending Pokémon (after applying Weakness and Resistance), and if the attacking Pokémon has Misty in its name, the attack does 20 more damage to the defending Pokémon."

The attacking Pokémon is Blaine's Magmar. Therefore, it does not do an additional 20 damage. It only does 80. Rocket's Snorlax is not Knocked Out because it has 90 hit points. So, it is impossible to defeat Shanna on this turn. It was a "real puzzle" to try and figure out.

Tom and Terri Hopfer, Fontana, California

You're right. There is no solution to the puzzle you mention in issue #10. As horrified as I am to admit it, we made a mistake. But don't worry, I solved that problem; Michael's fired.

Help keep the new letters editor employed; send your homemade art, cards, and letters telling the big boss how talented I am, to TopDeck Magazine, "Box 707," at Box 707, Renton, WA 98057-0707. If you don't send me anything, just remember what happened to the last letters editor. You can also send those words of encouragement via email (put "Box 707" in the subject line) to topdeck@wizards.com. Letters may be edited for length and clarity and will most likely be doctored to put the editor in an even more positive light. Artwork submitted for the Top Drawer contest will not (read: absolutely not) be returned, so don't even consider asking!

NEXT ISSUE!



Star Wars Gamer magazine pull-out section!

- Duel of the Fates
- Design Your Own Starship

Pokémon Neo!

- New rules for Baby, Steel, and Dark Pokémon
- Cool cards revealed

NEXT ISSUE!

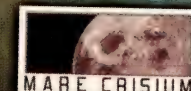
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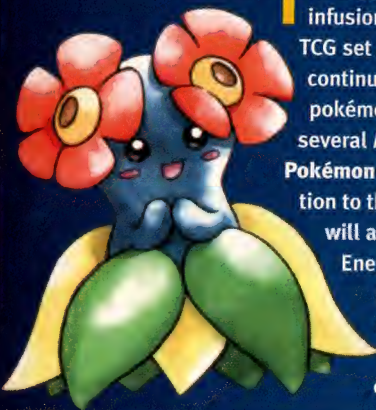
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TRADING CARD GAME



The biggest trading card phenomenon in the world gets an infusion of new characters very soon. The first **Pokémon Neo** TCG set should be out by early 2001, and the set promises to continue to grow the incredible **Pokémon** fan base as 100 new pokémon appear in 2001. The new Pokémon will be split across several *Neo* sets, which feature Pokémon from Nintendo's **Pokémon Gold** and **Pokémon Silver** Game Boy® games. In addition to the new Pokémon, new trainer cards and new card types will also make their debut. Plus, *Neo* introduces new types of Energy (Dark and Steel) and Pokémon that use them.

Final release dates haven't been set yet, but you can expect to see the first *Neo* set by early 2001, the second in the spring, and the third later in the year. Check out our preview next month for more info on *Neo*.

Tropical Mega Battle!

On August 26–27, 42 **Pokémon** trainers from around the world united at the Hilton Hawaiian Village in Honolulu for the Tropical Mega Battle, an international communication event for the **Pokémon** trading card game. Jason Klaczynski, 14-year-old Orland Park, Illinois resident, was honored as the Master Trainer of the Tropical Mega Battle after winning the final round of the World Communication Match against fellow **Pokémon** trainer Toshiya Tanabe of Sapporo, Japan.



In an effort to transcend language and communication barriers through entertaining gameplay, the Tropical Mega Battle brought together children, aged 14 and under, from the United States, Japan, France, Italy, Canada, Spain, Germany, the Netherlands, the United Kingdom, and the Dominican Republic for two action-packed days in scenic Honolulu, Hawaii. Children participating in the Tropical Mega Battle received invitations through qualifier tournaments and other events in their respective countries. Creatures Inc., Media Factory, and Wizards of the Coast Inc. sponsored the Tropical Mega Battle.

Pokémon STS East

If you like to play **Pokémon**, come to the **Pokémon** Super Trainer Showdown East!

This is Wizards' second premiere **Pokémon** event in North America and takes place at the Meadowlands Exposition Center in Secaucus, New Jersey on November 18. Challenge a Master Trainer in the League Zone at Erika's Challenge, or play in Lt. Surge's King of the Hill tournament. Get your picture with a giant **Pokémon** card, create your own card, or compete in the main tournament as well. League members with five or more badges are eligible to compete in the invitational tournament or players can win an invitation at a Mall Tour Qualifying event. The STS opens its door to the general public at 10 a.m. and runs until 8 p.m. that night. Pre-registration is strongly encouraged for the main tournament as seating will be limited. Call 1-800-324-6496 from October 30–November 15 for preregistration. Check the website (www.wizards.com/Pokemon) for further details.

Pikachu World Collection

Available only at the 2000 Summer Olympics, this special promo set included nine different Pikachu cards, each in a different language. The nine Pikachus were an English Birthday Pikachu, a German Flying Pikachu, a Portuguese Promo Pikachu, a Spanish Trainer Pikachu, a Chinese *Jungle* Pikachu, a Dutch Movie Promo Pikachu, an Italian Vending Machine Pikachu, a French Surfing Pikachu, and a Korean Base Set Pikachu. The nine Pokémon came in a see-through plastic binder. All of the Pikachu cards in the binder that have not already been released in English will be released sometime next year. Check the **Pokémon** website (www.wizards.com/Pokemon) for more information.



Monster Manual

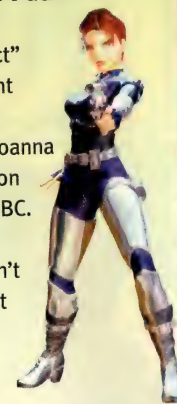
No **DUNGEONS & DRAGONS** game would be complete without a host of dragons, ogres, and other monsters that challenge the skill and luck of adventuring player characters. The *Monster Manual* presents these creatures in an easy-to-use format, perfect for any Dungeon Master (DM). This latest edition of the *Monster Manual* assigns basic attribute scores to each monster, making it even easier for DMs to customize each encounter. The *Monster Manual* should be available in stores now.



Joanna Dark in the Palm of My Hand

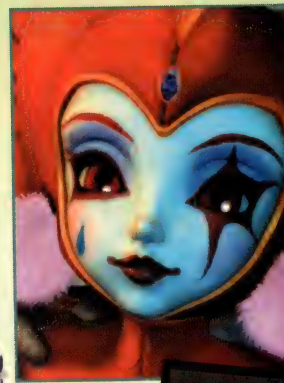
I've got Joanna "Perfect" Dark right where I want her—in my Game Boy Color. Now I can take Joanna with me to the office, on

business trips, and anywhere else I can play my GBC. There are problems, though. The missions are too long and, like most mission-based games, you can't save during a mission. You truly have to be perfect to beat this game. —Will McDermott



Nothing But Star Wars

If **Star Wars Trivial Pursuit** doesn't have enough blasters and space combat in it, then the **Star Wars Adventure Game** is for you. Where else will your knowledge of the intricate workings of repulserlift technology or the Jedi code of honor be useful? If you've always wanted to run around, shoot Stormtroopers, duel dark Jedi, or fly your own modified YT-1300 freighter, then this is the best way to do it. You can make virtually any character, and play in the Rise of the Empire, Rebellion, or New Republic eras with plenty of source material to work with. —Michael Mikaelian

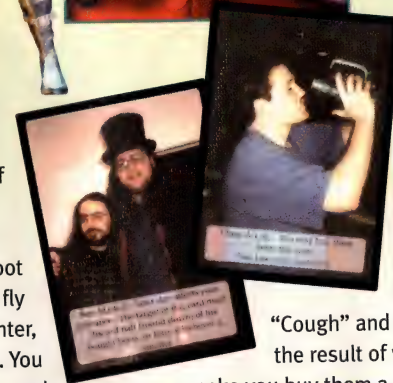


ChronoCross

It's another anime-like console RPG, but it's a good one. **ChronoCross** consists of two disks worth of quality gameplay and one of the best backstories in an RPG. It's time-consuming, and the combat is a bit simplistic for hardcore gamers, but it's a treat for anyone friendly to console RPGs. —Jesse Decker

Mmmm...Beer

A card game and beer? Coooool. Players use "beer bucks" and win by buying the most beers before "Last Call." Run out of money? Play "ATM Card," or try your hand at the "Dartboard" and flip a coin for a freebie. Beware! Opponents might



"Cough" and distract you while they change the result of your flip. Or worse, they might make you buy them a beer with "I Love You Man!" The rules are sketchy, so check out www.stupendousgames.com for a nifty demo! —Stacie Fiorito

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Space Weedle



The Space Weedle began as a joke on the Wizards Pokémon Chat. When asked to name his favorite Pokémon, Master Trainer Mike chose Weedle, and his defense of Weedle became a running gag. Asked how many Weedle cards he had, MT Mike

joked, "Enough to build a 1/8th scale model of the Space Needle." Another chatter quipped, "Oh, so you have a Space Weedle."

Over the next few weeks, fans constantly asked when they would be able to see this Space Weedle. MT Mike finally confessed that he didn't have that many Weedles, but if the public sent him their extras, he would build it. Fans contributed over 900 cards, and MT Mike built the Space Weedle with help from MT Pat and friends. More pictures of the project are available at home.earthlink.net/~seawolven.

—Lorena Dinger

Live & Online @ Wizards.community

November Chat Events

For the most up-to-date information please visit the calendars found at www.wizards.com/chat.

TCG Hour

The Spirit Wars Release Party

November 24, 5 p.m. PST

With the L5R Brand Team and You!

Weekly Game Help Chats

Pokémon Online Help

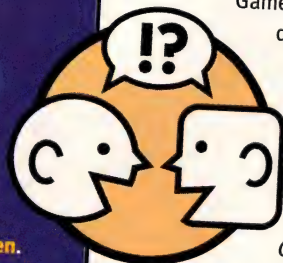
November 9, 16, 23, and 30 3-5 p.m. PST

Pokémon Puzzled? A Master Trainer of the Pokémon team answers your rules questions about the English Pokémon Trading Card Game. Every Thursday in the TCG Forum. Stop by with your questions in hand!

Magic Online Help

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If you're a beginner trying to make the jump from Starter Magic to the Advanced and Expert sets or a veteran player with lingering doubts about the Classic edition rules changes, Adam's got the answers to get your Magic games running smoothly. Available every Tuesday in the TCG Forum of our chat rooms.



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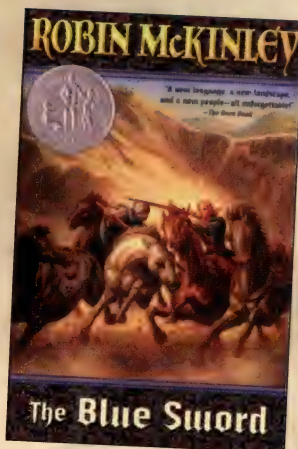
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POKÉDEX

IN THIS ISSUE!

- 22 PokéCombos
- 24 Deck Strategy
- 28 PokéPuzzles

POKÉMON

TRADING CARD GAME



POKÉ COMBOS

BY WILL McDERMOTT

Sabrina's TRICKS

As I looked through the Gym Challenge card set, I kept finding myself drawn to Sabrina's Pokémon over and over again. I don't know what power this Psychic gym leader was using on me, but I couldn't help myself. Sabrina just seems to have some of the very best Pokémon in this new set. Having given in to the power of Sabrina, I now offer you the three best Sabrina tricks I found for you to use on your unsuspecting friends.

Sabrina can be very tricky.

Sabrina's Kadabra and Sabrina's ESP

Sabrina's Kadabra is really cool. Its Life Drain attack can do up to 110 damage for only 10! That's the biggest, cheapest attack in the game. Of course, you have to flip a heads and you'll only do 110 damage against Chansey or Charizard. But taking any Pokémon down to just 10 Hit Points is still a great attack. If only you had a better chance to make it work. Wait a minute, this is Sabrina's Kadabra, so you can use Sabrina's ESP to get a second chance on the coin flip. Look out, Charizard!



Sabrina's Golduck and Alakazam

Sabrina's Golduck is pretty neat, too. Its Damage Shift attack lets you "heal" all of your Pokémon and add damage to the Defending Pokémon at the same time! The only problem is that you can only remove one damage counter from each of your Pokémon. So, put the Base Set 2 Alakazam on your Bench. Use its Damage Swap Pokémon Power to move damage counters around to make sure you have one on each of your Pokémon. Then use Golduck's Damage Shift attack to add up to six damage counters to the Defending Pokémon. Best of all, this doesn't count as damage, so it ignores effects like Mr. Mime's Strange Barrier Pokémon Power.



Sabrina's Hypno and Gust of Wind

Sabrina's Hypno can do a double whammy on Pokémon in your opponent's discard pile. Use its Invigorate attack to put a Pokémon back on your opponent's Bench. Plus, this Pokémon comes into play pre-damaged to make it easier to Knock Out. Now you need some help to get at that Pokémon so you can get that Knock Out. Use good old Gust of Wind to make it the opponent's active Pokémon. Now, those damage counters help you out again, as you use Sabrina's Hypno's Pendulum Curse attack on it, and flip a number of coins equal to the number of damage counters on that Pokémon. This is one time when you want your opponent to have a big Pokémon in the battle!



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The EVOLUTION of Pokémon

Today's Best Decks Are a Different Breed

The Pokémon trading card game has come a long way in just two short years in North America. When Pokémon first came to our shores, people collected the cards and played for fun. Decks had lots of Pokémon and Energy cards because that's what you needed to win battles. As the tournament scene took off this year, players started finding better ways to win Pokémon battles. Pokémon Powers and Trainer cards became more and more important and the decks evolved.

Simple Fire and Grass Deck

While this deck may not be tournament-caliber, it is a good, basic deck that is both easy to build and fun to play.

Pokémon (22)

- 3 Charmander (Base Set 2)
- 2 Charmeleon (Base Set 2)
- 2 Doduo (Base Set 2)
- 1 Dodrio (Base Set 2)
- 2 Growlithe (Base Set 2)
- 1 Arcanine (Base Set 2)
- 2 Jigglypuff (Base Set 2)
- 3 Nidoran ♀ (Base Set 2)
- 1 Nidorina (Base Set 2)
- 4 Tangela (Base Set 2)
- 1 Tauros (Base Set 2)

Trainers (10)

- 2 Bill (Base Set 2)
- 2 Energy Removal (Base Set 2)
- 1 Gust of Wind (Base Set 2)
- 3 Potion (Base Set 2)
- 1 PlusPower (Base Set 2)
- 1 Professor Oak (Base Set 2)

Energy (28)

- 14 Fire Energy
- 14 Grass Energy

Getting Started

In the early days of Pokémon, a fairly simple deck like this Fire and Grass deck would win a lot of battles, and is very easy to build. First you need to choose Pokémon. Hit Points are one of the first things I look for in a Pokémon. I rarely use any Pokémon with less than 50 Hit Points unless I have a very good reason to do so. Pokémon with fewer Hit Points just don't last long enough.

The second thing I look at is attack costs and damage. When using Pokémon from more than one Energy type, it's important to stay away from too many different Pokémon with attacks that need a lot of non-colorless Energy. For example, the Fossil Zapdos has one attack that needs ♂♂♂♂♂. While this attack is very powerful, you might have a hard time finding four Lightning Energy cards quickly if your deck has more than just Lightning Energy. Lastly, I look at Weakness and Resistance. While these attributes might not matter in a lot of games, it's always good to keep them in mind. [Check the "Energy Type Survival Kit" article in issue #8, p.44 for a head start on choosing Pokémon based on Weakness and Resistance. Ed.]

For the Fire side of the deck, I started with three Charmander and two Charmeleon. Charmander is a Basic Pokémon with 50 Hit Points and a couple of good attacks.



Charmeleon, the Stage 1 Evolution of Charmander, has 80 Hit Points and attacks that do 30 damage and 50 damage. To round out the Fire Pokémon, I included two Growlithe and one Arcanine. Growlithe has 60 Hit Points and Arcanine has 100 Hit Points. These are all strong Pokémon with good attacks. All fire Pokémon have a Weakness to Water, but that's why the deck has Grass Pokémon (to avoid Weakness to an all-Water deck).

For the Grass side of the deck, I selected three Nidoran ♀ and one Nidorina. Nidoran ♀ has 60 Hit Points and an attack that does from 0 to 30 damage for ♂. Nidorina has 70 Hit Points and an attack that can do from 0 to 60 damage. I also added four Tangela—a 50 Hit Point Pokémon with a 20 damage attack that can Paralyze the Defending Pokémon. Grass Pokémon typically have a Weakness to either Psychic or Fire. You can use your Fire Pokémon against Psychic Pokémon and when you face other Fire decks. To vary the Weaknesses a little bit more, I put in six Colorless Pokémon—two Jigglypuff, two Doduo, one Dodrio, and one Tauros. Three of these Pokémon have a Weakness to Fighting and three have a Weakness to Lightning, so you should be able to avoid bad matchups most of the time with this deck.

Trainer Tip

Colorless Pokémon

Colorless Pokémon are a good way to diversify your deck. These Pokémon fit into any deck because their attacks use any type of Energy. Colorless Pokémon also gives you Pokémon with Weaknesses and Resistances that are different from the other Pokémon in your deck. This helps you avoid bad matchups in decks that use only one or two Energy types.

The Trainer cards in this deck are mostly basic utility cards. There are two Bills and one Professor Oak to help you draw the cards you need. The three Potions will help keep your Pokémon in the game, while the two Energy Removal cards and the Gust of Wind are there to disrupt your opponent. The PlusPower is just for surprise value.

There are roughly the same number of Fire and Grass Pokémon in this deck, so I simply added 14 Fire Energy and 14 Grass Energy.

Moving Up

Our second deck is a typical Rain Dance deck that was used earlier this year with great results. This deck has a few more Trainer cards and a few less Pokémon and Energy cards than the first deck. Rather than simply trying to Knock Out your opponent's Pokémon as quickly as possible, this deck employs a slightly more complicated strategy.

Blastoise is the centerpiece of this deck. Blastoise's Rain Dance Pokémon Power allows you to play as much Water Energy on your Water Pokémon as you want in a single turn. By getting around the one Energy per turn restriction, you build up to big attacks (usually Water Gun attacks) very quickly. In addition, Blastoise has an excellent attack of its own that does from 40 to 60 damage.

To help out Blastoise, this deck has three Lapras and four Articuno. These two Basic Pokémon have high Hit Points and powerful attacks. Lapras is also good because it has the ability to do less damage (if you want), which helps you get around decks that use Mr. Mime to stall (it's Pokémon Power prevents damage from attacks that do 30 or more damage).

In a deck like this, defense is important too. You need to be able to survive until you get Blastoise into play. That's why the deck has three Chansey. With 120 Hit Points, Chansey takes a lot of hits while you build up your Blastoise and save up all your Water Energy.



Trainer Tip

Monocolor Decks

A deck that uses only one type of Energy will have a much easier time than a similar deck that uses two or more types. The trade-off is that monocolor decks are more vulnerable to losing due to Weakness because most (if not all) of the Pokémon in a monocolor deck will have the same Weakness. In some cases, though, a monocolor deck is fast enough to beat even a deck that it's weak against.



The Metagame

The metagame is defined as "the game that surrounds the game." If you play the Pokémon trading card game against your younger brother and you know that he really likes Pikachu, you may think about including a deck full of Pokémon that have Resistance to Lightning. This is what we call "playing the metagame." Similarly, if you are going to a local game store for a tournament and you know that everybody is playing Rain Dance decks, then you might want to build a deck that can beat Rain Dance (or at least have a chance against it).

In the early days of the Pokémon trading card game, Lass was a pretty bad card. Nobody used it because it affected both you and your opponent. Plus, nobody used very many Trainer cards. Now, Lass is almost essential in every Pokémon deck—at least in areas where the metagame includes a lot of decks that use 24-32 Trainer cards and where players rely more on their Trainers than on the Pokémon in their decks to win battles.

Typical Rain Dance Deck

Pokémon (20)

- 4 Articuno (Fossil)
- 3 Chansey (Base Set 2)
- 3 Lapras (Fossil)
- 4 Squirtle (Team Rocket)
- 3 Wartortle (Base Set 2)
- 3 Blastoise (Base Set 2)

Trainers (15)

- 4 Bill (Base Set 2)
- 2 Computer Search (Base Set 2)
- 1 Item Finder (Base Set 2)
- 3 Misty's Tears (Gym Challenge)
- 2 Professor Oak (Base Set 2)
- 3 Pokémon Breeder (Base Set 2)

Energy (25)

- 25 Water Energy

Tournament-Caliber Haymaker Deck

Pokémon (13)

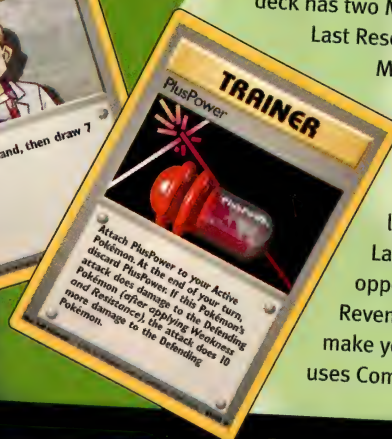
- 1 Chansey (Base Set 2)
- 2 Ditto (Base Set 2)
- 3 Electabuzz (Base Set 2)
- 3 Hitmonchan (Base Set 2)
- 4 Scyther (Base Set 2)

Trainers (30)

- 2 Blaine's Last Resort (Gym Heroes)
- 3 Computer Search (Base Set 2)
- 2 Gust of Wind (Base Set 2)
- 3 Item Finder (Base Set 2)
- 2 Lass (Base Set 2)
- 2 Misty's Wrath (Gym Heroes)
- 2 Nightly Garbage Run (Base Set 2)
- 4 PlusPower (Base Set 2)
- 4 Professor Oak (Base Set 2)
- 1 Resistance Gym (Gym Challenge)
- 3 Rocket's Sneak Attack (Team Rocket)
- 2 Scoop Up (Base Set 2)

Energy (17)

- 4 Double Colorless Energy (Base Set 2)
- 7 Fighting Energy
- 6 Lightning Energy



The Big Leagues

This final deck is a tournament-caliber Haymaker deck. At first glance, it looks a bit extreme with its 30 Trainer cards—far more than the previous two decks. As I said earlier, you can play as many Trainer cards as you want every turn, while both Pokémon and Energy cards have restrictions on their use. This deck takes advantage of the full power of Trainer cards, using as few Pokémon and Energy cards as possible.

The core Pokémon in this deck are Scyther, Hitmonchan, and Electabuzz. All three of these Pokémon have 70 Hit Points and very efficient attacks. Scyther does 30 damage for ***. Hitmonchan does 40 damage for ****. Electabuzz does either 30 or 40 damage for only ***. Scyther is especially good since it retreats for free and its attack doesn't need Grass Energy. Two Ditto and one Chansey add a little bit of variety and versatility.

The Trainer cards in Haymaker let you sift through your deck really well. This deck has four Professor Oaks. Normally, I might worry about running out of cards with all these Oaks, but this deck should always win before that happens. In addition to Professor Oak, this deck has two Misty's Wrath and two Blaine's Last Resort from the *Gym Heroes* set.

Misty's Wrath lets you draw seven cards, keep two of them, and discard the rest.

Blaine's Last Resort lets you draw 5 cards, but only if it's the last card in your hand. Blaine's Last Resort can really help if your opponent uses Imposter Oak's Revenge and The Rocket's Trap to make you discard cards. This deck also uses Computer Search and Item Finder

to find and reuse your best cards.

To help you get even quicker Knock Outs, there are four PlusPower and two Gust of Wind. Many opponents will leave their Pokémon Active if they see it won't get Knocked Out during your next turn. With PlusPower, you can do that extra little bit of damage you need for the Knock Out. Gust of Wind lets you get at damaged Pokémon on the Bench that your opponent thinks are safe.

Rocket's Sneak Attack and Lass are for other players that are using lots of Trainer cards. Rocket's Sneak Attack lets you look at your opponent's hand and force him or her to shuffle one Trainer card back into his or her deck. Lass forces both players to shuffle all Trainer cards back into their decks, and is a great way to take out an opponent's Rocket's Sneak Attack before it gets used on you.

The Haymaker deck is fairly common, so many players will build decks designed to defeat it. One way to beat Haymaker is to use Pokémon that have Resistance to Fighting or Lightning (there aren't any Pokémon that have a Resistance to Grass). Resistance Gym in the new *Gym Challenge* set helps you defeat this strategy by reducing Resistances from -30 to -10.

While this deck may use Grass, Fighting, and Lightning Pokémon, it's only necessary to use Fighting and Lightning Energy. Scyther's first attack does use Grass Energy, but it's not worth the trouble to use it. Use your Double Colorless Energy for Scyther to build it up quickly.

Kevin Endo is actually the evolved form of Inyu Endo.

tournament sanctioning body.) Pokémon tournaments are run very much like chess tournaments. Each round, players are divided into matches based on their win-loss record (called swiss pairings). Each match is (normally) one game of Pokémon, and the rounds have a 25-minute time limit.

After a set number of rounds the eight players with the best records enter the finals. The number of rounds needed to determine the top eight depends on how many players are in the tournament, but is usually no more than eight rounds. The finals are single-elimination (much like the NCAA basketball tournament).

For more information about Pokémon tournament rules, check out the DCI website at www.wizards.com/DCI. You can also talk to the gym leader at your local Pokémon TCG League location. If you still have questions, find a tournament near you, and go watch. The kids have fun. I won't kid you, though. Tournaments can be tough. But they are a great way for kids to learn about good sportsmanship, the rigors of competition, and the rewards for hard practice. —Will McDermott

Pokémon Tournaments 101

You may have noticed that we've been talking a lot more about tournament strategies lately. That's because the Pokémon TCG is moving beyond a hobby game that people play just for fun. More and more Pokémon tournaments are popping up all over, and players are now trying to find the best decks and the best strategies so they can be...well...the best.

But where does this leave you, the parent? You might be worried about the rigors of a tournament. You probably have questions about how these tournaments are run. You want to know what Pokémon is getting you into now.

Here are the basics. Most Pokémon tournaments use tournament rules created by the DCI. (The DCI is Wizards of the Coast's official



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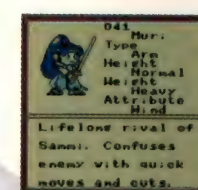
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Pokémon Powers, ACTIVATE!

by Master Trainers Mike Gills and Pat Swift

It's been a long tough game. You've used Bills and Professor Oaks with reckless abandon out of your Water/Lightning deck against Bryan's Fuel-Surge deck. Now you're down to your last four cards. The Pokédex you played last turn let you know what you have left in your deck: Gust of Wind, Item Finder, Devolution Spray, and a Lightning Energy. It's pretty obvious that Bryan will take his last two Prize cards very soon. You have two Prizes left. After drawing your card this turn, you suddenly see the way to win. Good luck! The answer is on page 73 (turn the magazine over).

Bryan

16 cards remaining

4 cards remaining:
(Gust of Wind, Item Finder, Lightning Energy, Devolution Spray)

You

Your Hand



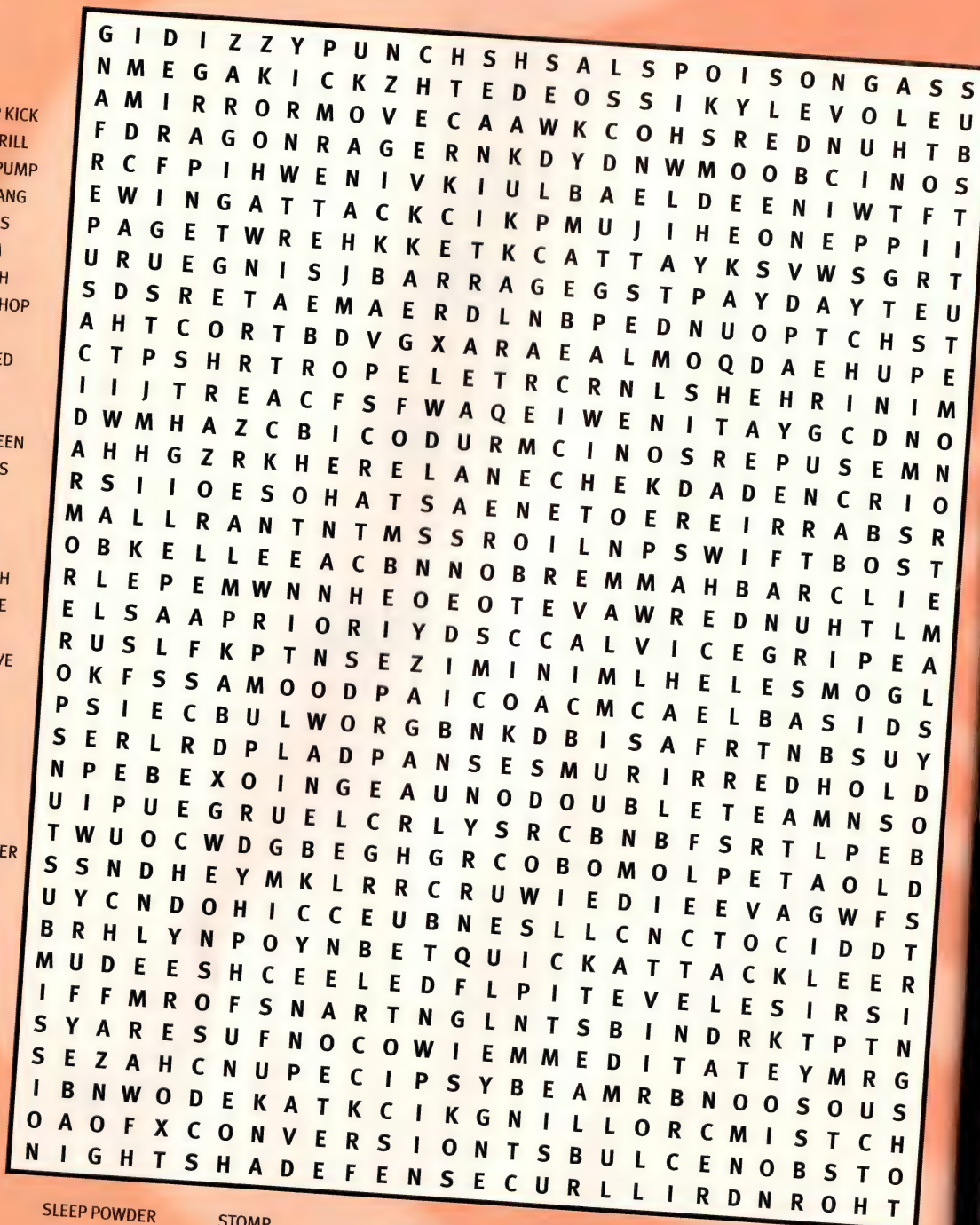
Hard- ATTACK

by Mike Selinker

Pokémon are on the attack! Over a hundred Pokémon attacks from the Nintendo Game Boy® games can be found in this puzzle, reading in any direction (up, down, across, and diagonally). Use the list below to find all the Pokémon attacks. The answer is on page 73 (turn the magazine over).

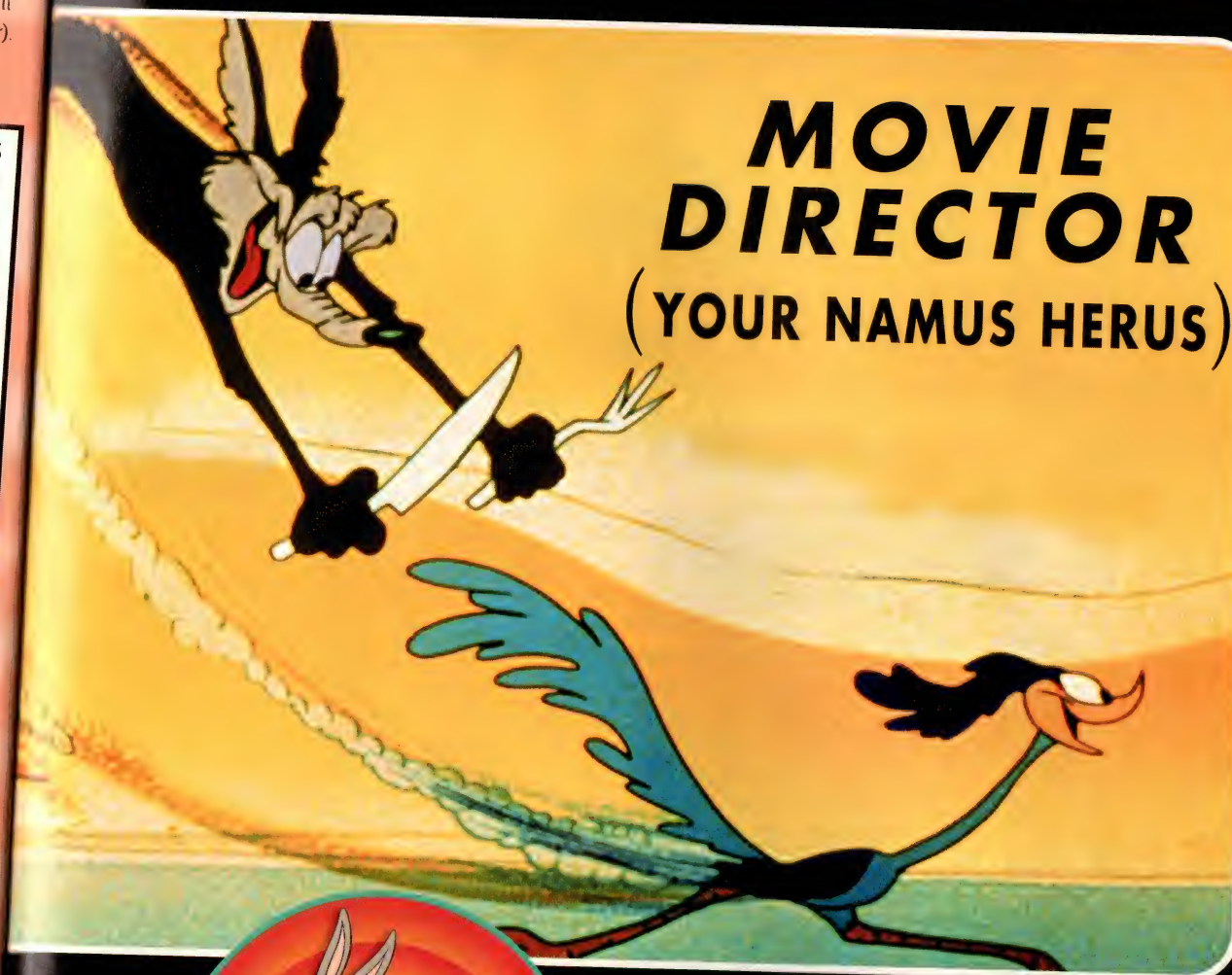
Attack List

ABSORB	HI JUMP KICK
ACID ARMOR	HORN DRILL
AGILITY	HYDRO PUMP
AMNESIA	HYPER FANG
AURORA BEAM	HYPNOSIS
BARRAGE	ICE BEAM
BARRIER	ICE PUNCH
BIND	KARATE CHOP
BITE	KINESIS
BLIZZARD	LEECH SEED
BODY SLAM	LEER
BONE CLUB	LICK
BONEMERANG	LIGHT SCREEN
BUBBLE	LOVELY KISS
COMET PUNCH	LOW KICK
CONFUSE RAY	MEDITATE
CONFUSION	MEGA KICK
CONSTRUCT	MEGA PUNCH
CONVERSION	METRONOME
COUNTER	MINIMIZE
CRAB HAMMER	MIRROR MOVE
DEFENSE CURL	MIST
DIG	NIGHTSHADE
DISABLE	PAY DAY
DIZZY PUNCH	PETAL DANCE
DOUBLE EDGE	PIN MISSILE
DOUBLE SLAP	POISON GAS
DOUBLE TEAM	POISON POWDER
DRAGON RAGE	POUND
DREAM EATER	PSYBEAM
DRILL PECK	PSYCHIC
EARTHQUAKE	QUICK ATTACK
EMBER	RAZOR LEAF
EXPLOSION	RECOVER
FIRE PUNCH	REFLECT
FIRE SPIN	REST
FLAMETHROWER	ROLLING KICK
FOCUS ENERGY	SAND ATTACK
FURY SWIPES	SCRATCH
GLARE	SCREECH
GROWL	SEISMIC TOSS
GROWTH	SELF DESTRUCT
GUILLotine	SHARPEN
GUST	SING
HARDEN	SKULL BASH
HAZE	SKY ATTACK
HEAD BUTT	SLASH
	SLEEP POWDER
	SLUDGE
	SMOG
	SOLAR BEAM
	SONIC BOOM
	SPIKE CANNON
	SPLASH
	STOMP
	STRING SHOT
	STUN SPORE
	SUBMISSION
	SUBSTITUTE
	SUPER FANG
	SUPERSONIC
	SWIFT
	SWORDS DANCE
	TACKLE
	TAIL WHIP
	TAKE DOWN
	TELEPORT
	THRASH
	THUNDER BOLT
	THUNDER WAVE
	THUNDERSHOCK
	TRANSFORM
	TRI ATTACK
	TWINEEDLE
	VICE GRIP
	VINE WHIP
	WATER GUN
	WATERFALL
	WHIRLWIND
	WING ATTACK
	WITHDRAW
	WRAP



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TOP GAMES

THIS MONTH!

- 32 Classic Decks
- 36 The Emperor's Prize
- 38 MLB™ On Deck
- 40 WCW™ Starrcade
- 42 Table Top

CLASSIC DECKS



VAMPIRE™ THE ETERNAL STRUGGLE

SNEAK ATTACK 2

by Chris Thomasson

A few clans come to mind immediately when you think of Stealth-bleed decks—the Malkavians, of course, along with the Followers of Set and even the Nosferatu. However, you don't often think about the Gangrel as good sneaky bleeders. Well, if you look closely at the cards available to the Gangrel, you'll quickly realize just how tough they can be when they decide to bare those fangs.

There's a reason why there were never many really strong Protean cards made after the basic set: There were already enough outstanding cards for the discipline, and the clan who used it (the Gangrel) didn't need to be toughened up anymore. That's why even in *The Sabbat*, you've got cards like Bone Spur, a modified Claws of the Dead or Wolf Claws, and all those cards that let you maneuver or press, like Dissolution, Quick Meld, and Shadow of the Beast. Come on! How many presses and maneuvers can you cram into one discipline?

Anyway, this deck ignores all that fluff, and focuses on what the Gangrel are best at. (No, not putting other minions in the hole—though the Gangrel aren't

slouches at sending other vampires to torpor.) I'm talking about being sneaky. Protean has one of the very best stealth cards in the game in Form of Mist. It's free, it keeps your vampire out of combat, it taps an opposing minion, and it gives you stealth. How many other cards in the game do this stuff? As if this card wasn't good enough, Protean has Earth Meld, which is basically Majesty on 'roids. Finally, you've got Earth Control, which is nearly as good as the old Obfuscate standby Lost in Crowds.

Add to this potent mix the great vamps that started appearing in *Dark Sovereigns* that have both Protean and Dominate (like Stanislava—she is so damn mighty!), and you can build a Stealth-bleed deck your friends won't soon forget.

There's not a lot of intercept in the deck, but it makes up for this shortcoming in bleed potential. There's also plenty of ways to gain pool, including the really potent Minion Tap/Golconda/Redeem the Lost Soul combo, which can net you a tidy 33 pool over three turns if you target a fully charged Stanislava.

Library (81)

Actions (4)

- 2 Govern the Unaligned
- 2 Mind Rape

Action Modifiers (23)

- 4 Bonding
- 2 Command of the Beast
- 4 Conditioning
- 5 Deflection
- 6 Earth Control
- 2 Foreshadowing
- 2 Destruction

Combat (17)

- 7 Earth Meld
- 2 Flesh of Marble
- 8 Form of Mist

Equipment (3)

- 1 Shackles of Enkidu
- 2 Sport Bike

Master Cards (25)

- 2 Backways
- 2 Blood Doll
- 3 Dominate
- 2 Dreams of the Sphinx
- 2 Ecoterrorists

Reactions (7)

- 3 Obedience
- 4 Wake with Evening's Freshness

Retainers (2)

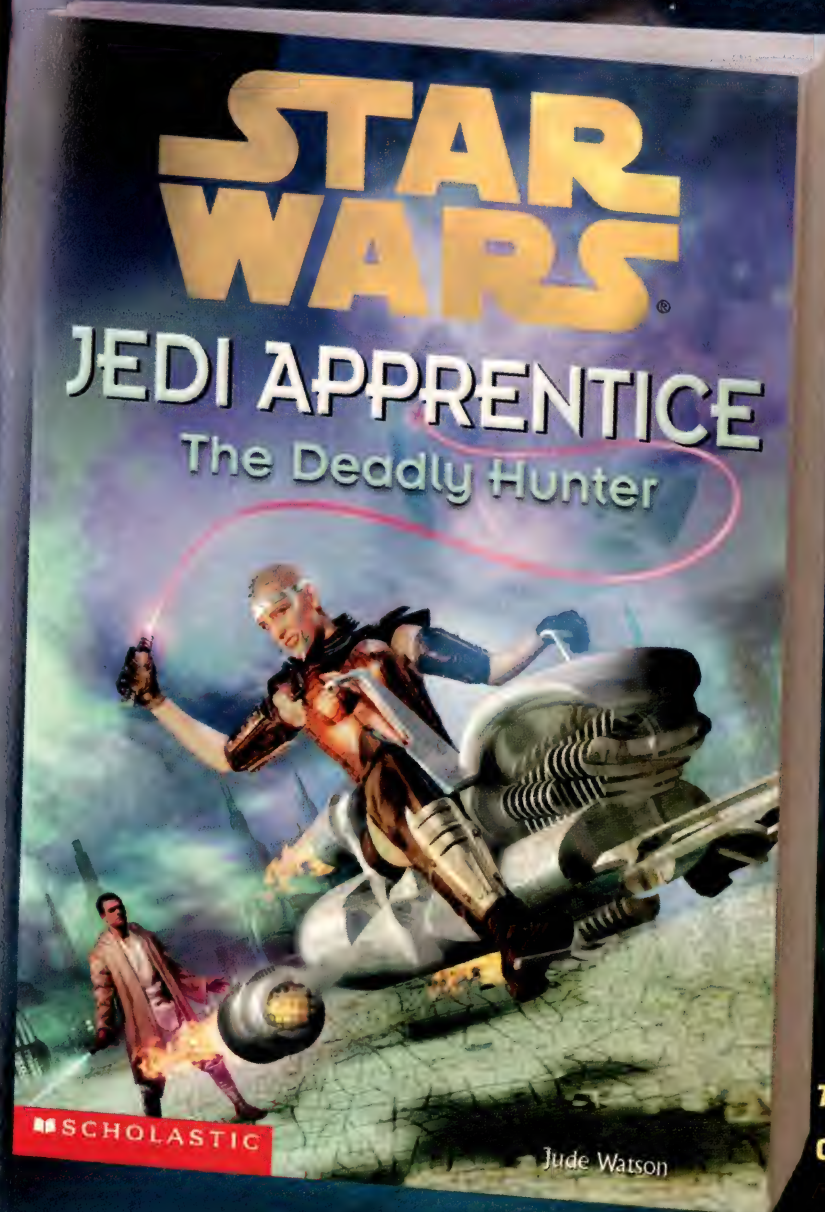
- 2 Homunculus

Crypt (12)

- 2 Caitlin (Gangrel Antitribu)
- 1 Chandler Hungerford (Gangrel)
- 1 Faruq (Gangrel)
- 1 Huang, Blood Cultist (Pander)
- 3 Iliana (Gangrel)
- 1 Ingrid Rossler (Gangrel)
- 3 Stanislava (Gangrel)

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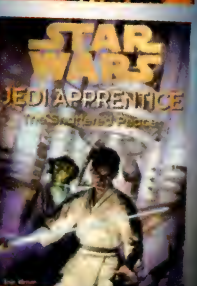
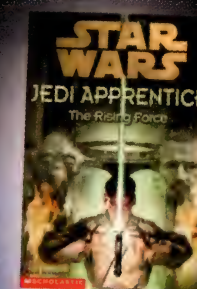
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SCHOLASTIC

DEADLANDS DOOMTOWN

Shootout in Town Square

by Daniel Kaufman

It's time to shake things up here in Gomorra and what better way to do that than a new-fangled contraption. Or, as I like to call it, optional rules. Like any optional rules, these I'm about to present take a little work to set up, but provide an endless mess o' fun and arguments. You can even tweak this article to your own needs.

Shootout in Town Square is played with your **Doomtown** TCG deck. Unless you gander otherwise, any standard game rules apply. You might find something or someone seems "broken" with these optional rules. Play with it awhile. If it continues to be a problem, and all players agree, change it. I'll never know.

OBJECT

The object of Shootout in Town Square is to have more Control Points than any other player has Influence, same as it is in any **Doomtown** game. Shootout is a multiplayer option, though if yer lonely enough, two might suffice. You kin play with up to ten, if you want, though your 'hind might git redder than Shoutin' Tom's neck veins.

THE TOWN O' GOMORRA

Yer gonna have to make yer own town map, so I hope yer old enough to use scissors. The map is where yer cards are set. First thing yer doing is making a map of a town. You kin make up any town you want, it just has to be big enough to lay down a mess of cards. You'll be moving yer cards around like you do in the regular game, only you'll have more options and better places to go. You'll want to make the map durable, on accounta you want to use it over and over. The makin' part is the most time consuming, so why do it twice?

Large graph paper works the best and you can git that in an art shop. You can also use sturdy construction paper, or even one o' them new-fangled vinyl maps with drawin' pens. Pinnacle was kind enough to provide a map of Gomorra in the **Deadlands** RPG sourcebook *The Weird West: Doomtown or Bust*, by Rob Vady. I'm not tellin' you to drop a ghost rock in their pocket, but I am going to use that as a reference for my explainin' and yer free to do as you please.

Basically what you need to draw is a town, with card-sized spaces for buildings, including your Outfit cards, and spaces for streets and such. The Pinnacle map already provides Outfit Home spaces for the Law Dogs, Sweetrock, Collegium, Sioux, and Whateley. A

little effort would be needed to add homes for Texas Rangers and The Agency from the existing unmarked buildings on the map. You could even drop a Flock church in there, if you want to live in the past. It would also be easy to add spaces for Blackjacks and Maze Rats. Any unique building (Deed card, that is) will need a spot. The Pinnacle map has many of the existing Deed cards already placed. Unmarked buildings could provide spaces for any other Deeds not already covered.

Next, make up a few spaces for non-unique Deeds and Strikes, as well. While the unique ones have to be marked as what they are, generic spots can be left blank. Each street is kind of its own space, so you don't need to do anything special with them. Just make sure you know where they go.

LET'S RIDE

Game play is normal, except fer the followin' rules regardin' Deeds, movement, and shootouts.

Settin' Up

Once you've got yer town map drawn up, take a copy of each unique Deed and Outfit card and place it on the map in the appropriate space. Don't take these cards from your deck. Later on, you can play a copy of the Deed from your hand if you draw it, making you the owner of that Deed. Each player places their starting posse on top of his or her Outfit card. It's probably best if each player uses a different Outfit to avoid confusion.

Deeds

Deeds are either *owned* or *unowned*. Unowned Deeds can be controlled by the player who has the most Influence there. If there's a tie or there's no Influence there, no player controls it. Players that have control of unowned Deeds can use any Controller actions printed on the Deed by booting one of their Dudes at the Deed, in addition to the cost of the action. If the Deed has an Upkeep cost, that amount of ghost rock must be paid to the bank, as well.

Unowned Deeds do not provide Owner actions, Control Points, Production, or any other actions or effects keying off of ownership. They cannot be targeted or affected by any players or cards. Goods cannot be attached there. Unowned Deeds can be bought by playing them as you normally would. To show that you now own that Deed, place the copy you played from your hand in front of you. Once a player owns a Deed, no other player can buy that Deed unless they normally would be able to.

Movement

A *street* consists of a street section that runs from one intersection to the next. Players may, as a Noon Action, move one Dude from one street to an adjacent street, without booting. (As you might imagine, this can make for an awful lot of movin' around in one turn.) An adjacent street is one that connects to the street you're on via an intersection. We don't care about intersections, so ignore 'em. The lone exception is the Town Square. The Town Square is where the two main roads intersect. This intersection counts as a street in addition to the Town Square for movement.

Any Deed along a street is adjacent to that street. A Deed is adjacent to the Deed next to it (as normal). Corner Deeds are adjacent to the street they face. Deeds across the street from each other are not adjacent.

Shootouts

Your Dudes can call someone out when they're in the same Deed or on the same street. Any Dudes there can posse up as normal. If the shootout is in the street, a Dude may boot to posse from any Deed on that street. If the shootout's in a building, your Dudes can boot to posse from the street or adjacent buildings.

When choosing your posse, you may also include any unbooted Dudes currently not adjacent to join the shootout. You can mark 'em with a poker chip. Those dudes are considered *comin' runnin'*. At the start of each shootout round after the first (if it lasts that long) before Shootout actions, a player may move his or her *comin' runnin'* Dudes. If a Dude *comin' runnin'* starts out in a building Deed, moving onto the adjacent street doesn't boot him or her. Dudes *comin' runnin'* must move toward the shootout location. When they are adjacent to the shootout location, they boot into the posse.

Stop Right Thar, Pardner

If a *comin' runnin'* Dude moves to a location occupied by another player's Dude, either one may call the other out. If accepted, a second Shootout starts. Dudes from the original shootout can't posse up right then—they're kinda busy. To run two shootouts at once, start with the first one and alternate resolving rounds between them. Each shootout is run separately just as if they were happening at different times. Any survivors of a shootout can come *runnin'* into another one if it's still going on.

Jobs

When pullin' off a job, the dealer's Dudes cannot come *runnin'*. (You've had enough time to plan.)

If It Moves, Shoot It!

Ya'll ever wonder what would happen if more than two Outfits got into a shootout? If a third player has an unbooted Dude at a location where a shootout starts, they can *join in the fun*. As a Shootout action, boot the Dude to join the shootout. Players that join in the fun posse up as normal, but cannot have any Dudes come *runnin'*. The shootout action round proceeds normally.

Each player draws a shootout hand, redraws, reveals hands, and plays Reactions normally. When final hand ranks are compared, the player with the best hand chooses which player's Dudes he or she will try to ace. A player may split his or her ranks to Ace Dudes controlled by different players. For instance, a Full House (rank 7) can be divided into a Three of a Kind (rank 4) and Two Pair (rank 3). All split hands are considered the worst hand of that rank. The second highest player then chooses, and so on.

Daniel Kaufman hangs with Leonardo, that guy from Fargo (Steve, I think), and is twice as tough as Dirty Harry.



map by Jeff Lahren

Give yourself to the Dark Side.

Anger, Fear, Succession

When You're Evil, Anything Goes

Standing defiantly over his father, Luke turns toward the Emperor. "Never. I'll never turn to the Dark Side. You've failed, your Highness. I am a Jedi, like my father before me."

A great tide of anger sweeps through the Emperor, pulsing with the power of the Dark Side. "So be it, Jedi. If you will not be turned, you will be destroyed!" Great arcs of pure Dark Side energy course through his fingertips, stabbing through the pitiful young fool who dared to think he could oppose the might of the Empire.

Bolt after bolt of white-hot agony pierce Luke's body, burning away his defiance and leaving only abject terror. "Stop! Please, stop!" he screams. "I... I will do anything you wish."

Abruptly the lighting bolts halt. Vader strides forward and pulls Luke to his feet. "You have chosen wisely, my son. The Dark Side always triumphs."

Prepare to Remake History

One of the most enjoyable aspects of the **Star Wars CCG** is our ability to change the outcome of key movie scenes. With *Death Star II*, we're finally able to modify the greatest scene in the entire Trilogy—the final confrontation of Light and Dark. If you succeed where the movies failed (bring Luke to the Dark Side) you automatically win the game.

The reward for turning Luke Skywalker, however, is as difficult to achieve as it is great. With the new Dark Side Objective Bring Him Before Me you need to capture Luke, bring him to the Emperor on the second Death Star, and lose a duel to him. Once you've done all this, you still have to draw a single destiny greater than twelve. Fortunately, there are several Effects and Interrupts that make this task considerably easier without sacrificing the versatility of your deck.

Bring Him Before Me

Bring Him Before Me allows you to get most of the cards you need to turn Luke. Your Destiny gives the Light Side the incentive they need to put Luke into Vader's custody. Insignificant Rebellion gives you the opportunity to get bonuses to dueling destiny. The Emperor's Power works in tandem with Insignificant Rebellion by allowing the Dark Side to add an extra battle destiny anywhere by losing one Force. To maximize the effectiveness of these cards, you'll want to play high-powered cards as well as cards with high destiny. Unfortunately, these two characteristics

generally don't go together, so the Dark side must strike a balance between the two. The best high destiny cards, by far, are Used Interrupts that can easily be put back into your deck. If you're going to stock your deck full of Interrupts, however, you'll want to use different kinds to ensure that they don't all become useless once the Light Side "grabs" one of them. Aside from being there to add to power and attrition, these recycling high destinies can also be tracked and drawn for the final Duel with Luke. With just three cards stacked on Insignificant Rebellion, you need only a 4 to turn Luke to the Dark Side. Battling, however, has always been a tricky proposition when facing powerful Jedi, so it's best to play cards that eliminate those annoying mains. You Are Beaten, Dr. Evazan, and IG-88 With Riot Gun are all good for that. Furthermore, many Light Side decks rely on Interrupts such as Rebel Barrier or It Could Be Worse to prevent damage, so you'll need to play that most versatile of Interrupts: Sense.

Take Your Father's Place

Once you've won some battles and stacked a few cards onto Insignificant Rebellion, you are ready to capture Luke and take him to the Emperor. Unless your opponent likes losing three Force a turn to Your Destiny, capturing Luke shouldn't be a problem. Though getting Luke and Vader to the Emperor may seem difficult, the card Rise, My Friend does the job for you. At this point, you can either win all of your Vader-Luke duels and make your opponent lose three Force, or else hope that your opponent will draw high enough dueling destiny to beat Vader. When that happens, you can ensure that you get a high final destiny by leaving only one, high-destiny Interrupt in your reserve deck.

Wojciech Jankowski wants to transmit his application to the Academy this year.



Turn or be Destroyed!

Starting (8)

- 1 Bring Him Before Me/ Take Your Father's Place
- 1 Death Star II: Throne Room
- 1 Insignificant Rebellion
- 1 Your Destiny
- 1 Prepared Defenses
- 1 Imperial Arrest Order
- 1 Mobilization Points
- 1 You Cannot Hide Forever

Locations (5)

- 1 Cloud City: Downtown Plaza
- 1 Cloud City: East Platform

- 1 Coruscant: Docking Bay
- 1 Death Star II: Docking Bay
- 1 Tatooine: Docking Bay 94

Characters (17)

- 1 4-LOM With Concussion Rifle
- 1 Brangus Glee
- 1 Darth Vader
- 1 Darth Vader With Lightsaber
- 1 Darth Vader, Dark Lord Of The Sith
- 1 DS-181-4
- 2 Emperor Palpatine
- 1 IG-88 With Riot Gun
- 1 Jabba The Hutt
- 1 Janus Greejatus

Vehicles (2)

- 1 Blizzard 2
- 1 Tempest 1

Starships (3)

- 1 Bossk In Hound's Tooth
- 1 Executor
- 1 Zuckuss In Mist Hunter

Interrupts (22)

- 2 Alter
- 2 Force Lightning
- 1 Ghhhk

I Have You Now

- 1 Imperial Barrier
- 2 Masterful Move
- 2 Operational As Planned
- 2 Rise, My Friend
- 5 Sense
- 1 Shocking Revelation
- 1 Sniper
- 1 The Circle Is Now Complete
- 1 You Are Beaten

Effects (1)

- 1 Emperor's Power

Weapons (2)

- 1 Mara Jade's Lightsaber
- 1 Vader's Lightsaber

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ON DECK

BY DANIEL KAUFFMAN

Getting your runners into scoring position made easy.

Photo: PAUL JASIENSKI

In the real world, a home run is the front line in baseball's mythology, encouraged for the new generation's short attention span and media driven with all the force of a 36-ounce bat squaring on a fat 98-mph fastball. To hit one requires one or more traits best left to professionals. The power hitter, he of supple wrists oiled with the speed of Mercury and knotted forearms burnished with the strength of Hercules, has skills and reflexes the armchair athlete can only dream about. The home run is a thing of beauty, a rainbow to Olympus, a game breaker. Just ask Dennis Eckersley.

Hard Work & Determination

The 2000 Iowa Baseball Confederacy

In the MLB™ Showdown 2000 card game, a home run does the same damage it does in the real game: it creates an unstoppable run that goes over the fence faster than you can say "Earl Weaver." Many a player has frantically pored over point totals, trying to squeeze McGuire, Sosa, Bonds, and Griffey onto the same team, scrambling for rules loopholes and turning

the game into a replay of their favorite home run derby. Yawn.

Homers are for beginners—die rollers with a lucky wrist. For a true test of your baseball skills, here's a deck that requires manufacturing runs the way they did before juiced balls and expansion-thinned pitching: You have to earn them. This deck combines the best of old-world baseball and new-world players. It's speed and defense, mixed with steel-trap perfect closers and a strategy deck that requires both a sense of timing and knowledge of baseball. Your strategy deck can be adjusted to your play style, but make sure to use cards that help your pitching and that take advantage of your players' speed. Batter up!

Throwing the Ol' Horsehide

The starters in this deck are the best that money could buy. After buying about everything else, that is to say. Average in all respects, you can count on giving up some hits, even runs, and pitching tired an inning or two. You can sideboard for right-hand or left-hand matchups, but save those pitching strategy cards for the right time.

Some might think that the end of the game is the right time, but a play in the middle innings may be more important than a play in the ninth. Use the pitching cards to get you past the meat of the order. Your pitchers throw groundballs. With first open and men on, don't be afraid to intentionally walk a flyball hitter to get to a groundball hitter (especially if they're slow) to increase your double-play chances. You'll have Grounder to Seconds to help out and an infield fielding rating of +10.

The deck's relief pitching is about the best money can buy, period. Ramiro Mendoza makes a perfect long reliever and your two closers with a Control of five can pitch an inning or two tired. Strikeouts help in the late game to prevent base advancement, especially if you've used up all your Grounder to Seconds. Rocker and Wagner excel at that. A couple of Change in Strategies will help you look for that Put Out the Fire or Swiss Army Closer when you need it.

Hitting the Ol' Horsehide

A lot of folks go for all On-Base 10 players with speed decks, but I wanted to create a more balanced team. The On-Base numbers are a little low for a constructed deck, but the speeds are all A, the fielding ratings are all good, and the strategy deck pretty much manufactures a run when you get a man on. If you feel a little unsure about your timing or you're facing a pitcher with a Control of six, add a couple of swing boosters from your sideboard.

Ivan Rodriguez shuts down your opponent's stealing game and supplies your best pop. That's why he bats cleanup. F. P. Santangelo, one of the best values in the MLB™ Showdown card game, combines with Barry Larkin and Shannon Stewart to provide lead-off, second and third hitters with a high On-Base percentage. They can go in any order you feel comfortable with, and the rest are in On-Base order. Since we're playing Senior League (National), leave Shawon Dunston on the bench, though you still have to pay full price for him. There's no reason to bring him in early, but he could be useful against a pitcher with a low Control as a defensive substitute. If you're playing in an American League park, put him in the field and use Shannon Stewart as your DH.

Edgar Martinez is your best pinch hitter. You later substitute Dunston from the bench to replace whoever Edgar pinch-hits for. Carlos Beltran makes an okay sub for right-hand or left-hand matchups or pinch-hitting after Edgar, and Brian Hunter is a good late-inning defensive substitute. Once again, key plays are sometimes made in the early innings, so if you get that lead-off double in the third, don't be afraid to sacrifice that runner to third, no matter who's up.

You're the Coach

I chose cards based on a theme and my play style. All good MLB™ Showdown players know that dice and luck play a large part in the game, so don't be afraid to adjust the strategy deck to suit your luck and play style. Your bench players could reflect situational substitutes you like, such as an actual power hitter or a better defensive first baseman. In short, it's your deck now. Remember the theme, but have fun with it!

MLB SHOWDOWN CARD GAME 2000

Dover Wizards

Offense (37)

- 2 Afterburners (PR)
- 2 Ducks on the Pond
- 4 Free Steal
- 4 Great Lead
- 2 Hard Slide
- 3 Long Single
- 2 Patience Is a Virtue (PR)
- 2 Professional Baserunner (PR)
- 3 Protect the Runner (PR)
- 4 Runner Not Held
- 4 Take What's Given (PR)
- 3 Tricky Hop (PR)
- 2 Clutch Hitting

Defense (12)

- 4 Full Windup
- 4 In the Groove
- 1 Nerves of Steel
- 1 Put Out the Fire (PR)
- 1 Rotation Play (PR)
- 1 Swiss Army Closer (PR)

Utility (11)

- 4 Change in Strategy
- 4 Grounder to Second
- 1 Swing at Anything
- 1 Pep Talk (PR)
- 1 Revenue Sharing (PR)

Sideboard (15)

- 3 Bobbled in the Outfield
- 4 Favorable Matchup
- 4 Play the Percentages
- 1 Protect the Runner (PR)
- 3 Slow Roller



Daniel Kaufman is still pissed at Sega Dreamcast's NHL2K for locking out his entire season right before the playoffs, after three months of hard-fought hockey action.

ROTATION	CTRL	ROLE	THROWS	IP	PV	TEAM	Ks	PUs	GBs	FBs	BBs	1Bs	2Bs	HRs
Aaron Sele	4	STARTER	R	6	330	TEX	1-5	6-7	8-12	13-15	16	17-19	20	—
Ryan Dempster	4	STARTER	R	6	220	FLA	1-5	6-7	8-11	12-14	15-17	18-19	20	—
Hideo Nomo	3	STARTER	R	6	330	MIL	1-6	7-8	9-11	12-16	17-18	19	20	—
Jay Witasick	3	STARTER	R	6	280	KAN	1-3	4-5	6-11	12-15	16-17	18-20	—	—

BULLPEN	CTRL	ROLE	THROWS	IP	PV	TEAM	Ks	PUs	GBs	FBs	BBs	1Bs	2Bs	HRs
Ramiro Mendoza	4	RELIEVER	R	2	270	NYN	1-4	5-7	8-13	14-16	—	17-19	20	—
Mariano Rivera	4	CLOSER	R	1	210	NYN	1-4	5-7	8-14	15-18	19	20	—	—
John Rocker	5	CLOSER	L	1	200	ATL	1-9	10-11	12-13	14-16	17-18	19-20	—	—
Billy Wagner	5	CLOSER	L	1	230	HOU	1-11	12-13	14-15	16-18	19	20	—	—

LINEUP	OB	SPD	BATS	POS1	POS2	PV	TEAM	Ks	GBs	FBs	BBs	1Bs	SBs	2Bs	3Bs	HRs
F. P. Santangelo	10	A	S	OF +1	—	350	SAF	1-2	3	4-5	6-14	15-17	18	19-20	—	—
Barry Larkin	9	A	R	SS +5	—	360	CIN	—	1-3	4	5-10	11-15	16-17	18-19	—	20
Shannon Stewart	9	A	R	LF/RF +1	—	320	TOR	—	1-4	5	6-9	10-16	17-18	19	—	20
Ivan Rodriguez	8	A	R	C +11	—	450	TEX	—	1-3	4	—	5-12	13-14	15-16	—	17-20
Eric Young (PR)	8	A	R	2B +3	—	210	CHC	—	1-2	3-4	5-10	11-16	17-18	19-20	—	—
Peter Bergeron (PR)	8	A	L	OF +2	—	280	MON	1	2	3-4	5-8	9-15	16	17-19	—	20
Adrian Beltre	8	A	R	3B +2	—	310	LOS	1	2-3	4-5	6-9	10-15	16	17	18	19-20
Travis Lee	7	A	L	1B +0	—	200	ARI	—	1-2	3	4-11	12-15	16-17	18	—	19-20
Shawon Dunston	7	A	R	CF +2	LF/RF +1	270	NYM	1	2	3	—	4-14	15-16	17	18	19-20

BENCH	OB	SPD	BATS	POS1	POS2	PV	TEAM	Ks	GBs	FBs	BBs	1Bs	SBs	2Bs	3Bs	HRs
Edgar Martinez	10	B	R	DH	—	430	SEA	1	2	—	3-9	10-16	—	17-18	—	19-20
Carlos Beltran	7	A	S	OF +1	—	320	KAN	1	2	3	4	5-13	14-15	16	17	18-20
Brian L. Hunter	5	A	R	LF/RF +2	—	90	SEA	—	1-2	—	3	4-10	11-17	—	18-19	20

PITCHING: 2070 HITTING: 2918 TOTAL: 4988

38* TOP DECK

Buff may be the stuff, but TTP is The Total Package.

BATTLE of the Ego All-Stars

Buff is Sly, But TTP Has His Number



You'll Never Be the Stuff

This is a Nitro depletion deck with a twist. The deck mostly uses cards from the **WCW Nitro** base set, but includes some cards from the **Hardcore** expansion set. Buff's special ability to "be the stuff" will help you out in a couple of ways. It allows you to put Thunder cards back into your deck, giving you a chance to draw Move, Nitro, and other Corner cards. It also gives you a second chance if you draw a poor starting hand.

While you're doing your best to keep your opponent on his or her heels, use high-impact aerial moves to deliver killer blows. As in most fan decks, your fan cards serve two purposes: They make it harder for your opponent to play his or her Attack cards and give you the power to deliver the finishing blow. The key is to wait until you have enough fans in your corner to make Come from Behind add enough

damage to an attack that it doesn't matter how big the attack itself is. Put Resistance Is Useless in your corner with your first two Action Points, then attack with Flying Elbow from the Top Rope and Come from Behind. No one ever sees it coming.

This deck performs well against just about every deck that needs Nitro. That would be every deck! There are other versions of this deck with even more Nitro depletion and fewer Moves, but that leaves way too much up to chance. With more Moves, if your opponent manages to have enough Nitro to still play the game, you can just unleash the beatdown. If your opponent starts to beat you back, Angry Fans should start to pile up, giving you the breathing room you need.

Decks that go for extra Action Points give this deck the most trouble. Jeff Jarret in particular is a tough win. A smart Jeff Jarret player will "strut" early just to get out extra Nitro. Extra Action Point decks can be beat, but it takes luck and some very savvy card play.

No Stuff For You

Wrestlers (1)

- 1 Buff Bagwell™ (main Wrestler)

Moves (25)

- 3 450 Splash
- 2 Always Have a Backup Plan
- 1 Come from Behind
- 2 Flying Body-Press
- 4 Flying Elbow from the Top Rope
- 2 Flying Knee-Drop
- 4 Good Night, Everybody!
- 2 Instant Replay
- 2 Outta Here
- 1 Seeing Red?
- 2 Swinging DDT (Hardcore)

Thunders (7)

- 4 Angry Fans
- 1 Block
- 2 Dodge

Corners (28)

- 1 Buff's™ Fans
- 4 Fans Boo the Other Wrestler
- 1 Fans Love Lucha-Libre Style (Hardcore)
- 21 Nitro
- 1 Resistance Is Useless

Stop That!

Wrestler (1)

- 1 The Total Package™ (main Wrestler)

Moves (26)

- 3 Belly-to-Belly Suplex
- 3 Body Slam
- 2 Corner Chaos
- 2 DDT
- 4 Enjoy the Pain (Hardcore)
- 1 Instant Replay
- 1 Keeping It Clean
- 1 One on One
- 2 Second Wind
- 1 Seeing Red?
- 3 Spinning Kick
- 2 Swinging Neckbreaker
- 1 TTP's™ Flex Posedown

Thunders (7)

- 4 Desperate Dodge
- 1 Full Stop
- 2 Human Shield (Hardcore)

Corners (27)

- 1 Doug Dillenger™
- 1 Larry Zbysko™
- 21 Nitro
- 2 Practiced Dodge
- 1 Pretty Evil (Hardcore)
- 1 Two-Count (Hardcore)

Round One

In the first game, TTP "posed" and went after Buff's™ Fans and two Good Night, Everybody! Despite this, Buff still got off to a good start. TTP was left in a lurch for most of the game, unable to get four Nitro to start launching his attacks. However, since many of Buff's cards only affect attacks, a well-timed TTP's Flex Posedown followed by a Corner Chaos allowed TTP to get over the four Nitro hump for the remainder of the game. Larry Zbysko showed up in TTP's corner and wreaked havoc on Buff's upcoming draws. The first game ended with a solid Spinning Kick to Buff's midsection.

The Total Package 1
Buff Bagwell 0

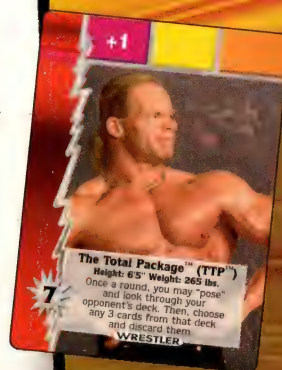
Didn't We Come Here to Wrestle?

As time goes on, you'll see more and more crazy theme decks in the **WCW Nitro** trading card game. Any day now someone will think up a deck that has no Attack cards in it! This is a good all-around deck that handles most crazy theme decks with ease. There are a bunch of generally useful cards, as well as some "high-tech" cards you may not see played that often. Your best weapon against a theme deck is TTP's special ability. You'll be able to hamper your opponent early by taking the three most important cards out of his or her deck. Then you can apply the standard beatdown for the rest of the game.

The real strength of this deck is in the variety. For instance, imagine the shocked look on a weapon-playing opponent's face when you actually play Keeping It Clean! Discarding a card for Desperate Dodge can get annoying if you're holding all good cards. Because of the selection of sometimes useless cards, you'll always have something clogging up your hand.

When TTP's special ability isn't enough to hamstring your opponent's strategy, Larry Zbysko finishes him or her off. If he or she has any problems drawing Moves, Larry can really put the squeeze on. When Larry isn't busy messing up your opponent, you can use him to look at your own deck. Not only can he help you draw the cards you need, he can also lay a mean Thunder card trap.

The most dangerous deck type you're likely to face will be a Sting one-hit-wonder deck. Your best bet is to try to keep your opponent away from his or her Attack cards and the ones that return cards from the discard pile. You'll also have trouble dealing with the staying power of a Bret Hart/Second Wind/4 Percent Body Fat deck. Doug Dillenger will help, but you'll need to get him out early for maximum effectiveness.



Round Two

Round two started with TTP discarding Buff's™ Fans and two Good Night, Everybody!, since it worked so well in round one. Buff got up to 5 Nitro quickly, then for five turns in a row either put fans in his corner or discarded TTP's Nitro. When Buff used his last Good Night, Everybody!, he Instant Replayed twice to get it back. Though TTP's Flex Posedown got him three Nitro and a Corner Chaos, it was too little too late. Before TTP could start dealing damage, Buff broke out Resistance Is Useless, Come from Behind, and a Flying Elbow from the Top Rope for 16 points damage to finish him off!

The Total Package 1

Buff Bagwell 1

Round Three

Between ringside interviews and promotional appearances, TTP and Buff only had time for a best-of-three match. They also wasted some time showing off: Buff danced for the crowd to his machine gun pyro; TTP stood stoically in the center of the ring, showing off his massive physique in an effort to intimidate the rambunctious Buff and get the fans on his side. The bell rang and the action started...

In round three, TTP changed his strategy. Instead of discarding Buff's™ Fans and Two Good Night, Everybody!, He went for Buff's Fans and two Fans Boo the Other Wrestler. With no Second Wind and only one Seeing Red?, TTP was pretty sure those two fan cards would stay in Buff's discard pile. The round started well for Buff as TTP got off to a slow start again. Buff gave TTP an early pounding, then played his other two Fans Boo the Other Wrestler.

Things looked bad for TTP. His only chance lay in the fact that all those fan cards only affect attacks. TTP was able to play a Practiced Dodge in his corner, slowing down Buff's attacks. In one turn TTP removed one fan card with Corner Chaos and played two Nitro of his own. He now had nine Nitro on the board, and could play any attack that cost six Nitro or less because of the fans. TTP then went on the offensive, brutalizing Buff turn after turn. Buff's lack of defensive Thunder cards did him in as almost all of the damage went through. The final blow was a Swinging Neckbreaker that spelled the end for Buff.

THE WINNER — The Total Package!

BATTLE CRY®

by Terry Coleman

A battlefield far, far away, or kind of long ago.

BATTLEFIELD MANEUVERS

DON'T GET CAUGHT BRAGG-ING

General Braxton Bragg sent his forces out only a few at a time, and it's easy to fall into this trap in **Battle Cry**. Time your card play so that your attacks support each other, regardless of what cards your opponent has.

SEAM RIPPER

Place a unit on the "seam" between the center and a flank. This allows you to activate it with either center or flank cards. This works very well with cavalry. You can try it with artillery, too, but make sure you've got infantry close by, so your big guns don't get overrun!

LEAD FROM THE FRONT

Losing your Generals has no effect on the number of Command Cards you get. So don't be reckless, but use their abilities near the front line, to add combat dice and to rally troops.

DON'T ROUT

If a unit retreats more than it has spaces remaining on the board, it is eliminated! So, make sure that you have enough room to maneuver, even if it means you have to take on small counter-offensives for breathing space.

Every year, it seems, brings yet another movie, book, or documentary on the American Civil War. And, of course, there are games depicting every gallant charge and ignoble defeat, from intimidating hexgrid-filled tactical treatments to grand strategic card affairs. But you have to go back almost two decades to find a Civil War game as simple, elegant, and filled with pure fun as Avalon Hill's **Battle Cry**.

Now that AH is part of Hasbro, **Battle Cry** gets the full benefit of an **Axis & Allies**-style production; it's filled with over a hundred plastic combat pieces, standards with wraparound battle flags, and neat little wheels for the artillery pieces.

The mounted board depicts a Civil War battlefield divided into left flank, right flank and center. It's pretty innocuous, but that's okay: **Battle Cry** recreates 15 Civil War battles by cleverly varying the types and placement of terrain tiles on the basic gameboard. So, Chickamauga is rather wide-open, Murfreesboro is dominated by Stones River, and Pea Ridge is a maze of hills and woods, just as you'd expect. The game basically consists of setting up a battle's terrain tiles and units (consisting of four infantry pieces, three cavalry, two artillery, or a single General)—which takes maybe five minutes—dealing out Command Cards, and having an old-fashioned scrap in less than half an hour.

Unlike most games, you can't simply move all of your troops every turn in **Battle Cry**. You have to play a Command Card, which generally allows you to move troops and/or fight on one area of the battlefield. If you're fighting, you then roll battle dice. Your chances for a hit vary depending on how close you are to your target, and what type of unit is firing. Cannon at point-blank range, for instance, are deadly, rolling five dice (as opposed to infantry three spaces away, which roll only two dice). When you completely knock out six of your opponent's units, you win the battle.

What keeps all this hopping is that you almost never have enough cards to do every-

STAR WARS™

THE QUEEN'S GAMBIT

by Jesse Decker

The Avalon Hill booth at Origins 2000 was one of the sharpest-looking areas in the convention. But unbeknownst to most of the convention goers, the cool black walls and high tables of the booth held a secret known only to the highest members of the Jedi Council.

This fall, Avalon Hill will unveil **The Queen's Gambit**, a two- or four-player board game that follows the struggles of Queen Amidala to regain control of the planet Naboo.

Avalon Hill, Publisher of **The Queen's Gambit**, describes the game as follows:

"**The Queen's Gambit** recreates the ending of *The Phantom Menace* with four different battles happening simultaneously on four different game boards. In this card-based adventure, players must try to allocate their resources to defeat their enemy. Planning, card-management, and tactical positioning are key elements. The game is equipped with two case-wrapped game boards, a three-dimensional, three-level cardboard/plastic palace, and over 130 plastic models."

The Queen's Gambit, designed by Craig Van Ness, follows the action on four different battlefields. The battles detailed are: the Jedi battle with Obi-Wan, Qui-Gon, and

Darth Maul; the battle between the Gungans and the Federation Droids; Anakin's race towards the Control ship; and the battle in the Theed Palace involving Queen Amidala, her decoy, Captain Panaka, Palace Guards, Battle Droids, Destroyer Droids, and the Viceroy.

Players control the action on each battlefield by drawing cards. Each turn, both players draw cards that represent actions on different battlefields. By choosing which cards to play, players determine which pieces will move and attack. By playing many cards that affect the same battlefield, you can gain a big advantage. However, your opponent will have free reign on the other three. Each turn is an exercise in balancing the situation on one battlefield against the situations on the other three.

One of the most fascinating aspects of the game is the

way game balance is preserved. The four battles are all unbalanced, so the results of each battle are likely to follow events of the movie. This might seem to give the Trade Federation player a disadvantage, but the designer has departed from the movie far enough to give both sides equal chances of winning.

Because the game combines relatively simple play with interesting strategy, **The Queen's Gambit** has enough depth to keep almost any gamer satisfied. There are probably too many pieces for really young children to keep track of, but anyone who enjoyed *The Phantom Menace* will probably enjoy **The Queen's Gambit**.

Control the Galaxy FEDERATION:

Block the Windows: The trick to winning the palace, and hence the game, is to make the queen fight through all of your droids. If the queen manages to jump past the second level of the palace, you'll have a hard time protecting the viceroy. Use a few early moves to block the windows on the higher levels with droids.

Stop Anakin Early: If Anakin gets to the control ship early in the game, it's all over. Use your early actions to pile a few waves of droid fighters in his way.

Dump Actions into Darth Maul: Maul is lethal if he can survive the fight with the two Jedi. A risky but effective strategy is to ignore the other battlefields for a few turns and watch Darth Maul abuse the Jedi. Once Maul is free of the Jedi, he'll mow through the queen's forces in the palace.

QUEEN'S FORCES:

Use the Windows: Don't fight the droids in the palace. It's that simple. If you waste time and troops plowing through the battledroids, the Federation will destroy the Gungans and just start moving more droids into the palace. Go for the windows and do it fast.

Get Anakin Through Early: If Anakin disables the control ship early, the Federation will have no droids, no defense for the viceroy, and no chance to win. If you can get Anakin far enough fast enough, the game's over.

Don't Lose Your Jedi: Your Jedi are tough enough to take Darth Maul. The trick is to just stay even. Make sure that your opponent doesn't jump out to an early lead on this battlefield and you'll be ok. Things will go well for you if you and your opponent take a roughly equal number of actions here.



Counter-Attack card that allows you to respond by duplicating your opponent's last played card.

Civil War purists may scoff at the simplistic combat system, especially since damaged units still have full firepower. But even the most curmudgeonly of battlefield leaders will find it hard to suppress a smile when they recreate Thomas Jackson's famous "Stonewall" stand at Henry House Hill, or fail by one die roll to complete Pickett's Charge. **Battle Cry** is a perfect game for lunchtime, and for parents to play with their kids—whatever age they happen to be—while the card play is varied enough to keep it fresh for many campaigns to come.



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CARD CONDITION

Mint—Fresh out of the pack, cards are almost always in mint condition. Cards that are not straight out of a booster might still be in mint condition but typically are not, unless they've been protected somehow since opening.

Near Mint—Upon first inspection, mint and near mint condition cards should seem identical. Near mint condition cards are different only by the virtue of one or two barely detectable marks. All DPI prices are for mint/near mint condition cards. The distinction is so minor that one or two indiscernible marks do not devalue the card.

Very Fine—Bearing one or two small but noticeable marks, which can include small scratches, whitened corners, and minor scuff marks. Very fine condition cards are worth about 70-90 percent of a mint/near mint version of the same card.

Fine—Cards that have many minor defects—whitened corners, scratches, and scuff marks—but no major marks, such as creases, folds, or extensive scuff marks. Fine condition cards are worth about 60-80 percent of a mint/near mint version of the same card.

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DECEMBER 2000

SECONDARY MARKET GUIDE



DUELIST PRICE INDEX

GYM CHALLENGE HEADS TO THE STADIUM

By Matt Blank

The newest Pokémon expansion, the Gym Challenge set, not only brings us more Pokémon and Trainer cards than in previous sets, it brings us more Stadium cards. Gym Challenge also introduces new versions of familiar Pokémon. These Pokémon have different powers and abilities based on how their trainer has trained them.

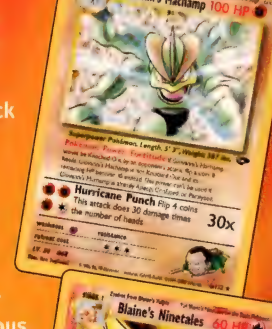
Just as in the Gym Heroes set, Stadium cards like the Saffron City Gym (\$2-3) give your Pokémon a "home-field advantage," while others, like Rocket's Minefield Gym (\$3-4), can go in any

deck. Certain Stadium cards go best with certain deck types, and a lot of the new Trainer cards fit well with certain Pokémon. For instance, Misty's Tears (\$2) works great in any deck that uses Water Pokémon. Some Trainer cards can only help out their own Pokémon, like Koga's Ninja Trick (\$2) or Sabrina (\$5). Others however, such as Master Ball (\$3), can go into any existing deck.

Finally, although the new Pokémon are very good on their own, most of the Trainer and Stadium cards in this set make them even better. For instance, Sabrina's Gastly Lv. 9 (\$1), a very good Basic Pokémon card, becomes even better when you combine it with all the cards that work well with Sabrina's Pokémon. And think how quickly you can get Giovanni's Machop (\$10-12), an incredible Stage 2 Pokémon that has a 50 percent chance of not being Knocked Out, into play when you have Giovanni helping out. Other powerful new Pokémon include Misty's Psyduck (\$6-8) and Blaine's Ninetales (\$10-12).

Gym Challenge brings a lot of new deck ideas to the game, with more Stadium cards and various trainers' personal Pokémon leading the way. Even better, the rest of your favorite characters and villains are finally making their way to the game. The only things missing from this newest set (a most conspicuous absence) are Ash and his Pokémon.

Matt Blank was once given a brownie to promise never to sing the Jigglypuff song again.



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DECEMBER 2000 SECONDARY MARKET GUIDE



DUELIST PRICE INDEX

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By Matt Blank

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Matt Sutherland
dragon007@ancientdragon.com

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ITEM	High	Med	Low	TR +/-
Complete Set	\$1,000	\$800	\$600	4
Booster Pack	65.00	50.00	35.00	3
Booster Display	2,000	1,800	1,600	5
Booster Deck	14.95	11.95	9.95	5
Booster Display	200	90.00	80.00	5
Booster Deck	20.00	18.95	15.95	3
Booster Display	20.00	18.95	15.95	3
Booster Deck	25.00	20.00	15.95	4
Booster Display	1.00	0.50	0.25	1
Booster Deck	4.00	2.00	1.00	2

BASE SET 2

ITEM	High	Med	Low	TR +/-
Complete Set	\$150	\$150	\$100	5
Booster Pack	3.29	3.29	3.00	2
Booster Display	118	100	100	3
Booster Deck	14.00	10.99	9.99	1
Booster Display	120	99.00	79.15	2
Booster Deck	10.99	8.99	9.99	1
Booster Display	10.99	8.99	9.99	1
Booster Deck	0.25	0.10	0.10	0
Booster Display	0.75	0.50	0.50	1

BASE SET 1 UNLIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$300	\$300	\$250	5
Booster Pack	4.29	3.99	3.29	1
Booster Display	132	118	108	5
Booster Deck	10.99	10.00	9.99	3
Booster Display	80.00	79.92	72.00	5
Booster Deck	15.00	12.00	9.99	3
Booster Display	15.00	12.00	9.99	3
Booster Deck	15.95	12.99	9.99	3
Booster Display	15.95	12.99	9.99	3
Booster Deck	0.35	0.25	0.25	1
Booster Display	1.50	1.00	0.75	2

BASE SET 2 UNLIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$150	\$150	\$100	5
Booster Pack	3.29	3.29	3.00	2
Booster Display	118	100	100	3
Booster Deck	14.00	10.99	9.99	1
Booster Display	120	99.00	79.15	2
Booster Deck	10.99	8.99	9.99	1
Booster Display	10.99	8.99	9.99	1
Booster Deck	0.25	0.10	0.10	0
Booster Display	0.75	0.50	0.50	1

JUNGLE UNLIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$185	\$150	\$100	5
Booster Pack	140	118	113	5
Booster Display	4.99	3.50	3.29	4
Booster Deck	14.99	12.00	9.99	3
Booster Display	14.99	12.00	9.99	3
Booster Deck	0.50	0.25	0.20	0
Booster Display	1.00	1.00	0.50	1

FOSSIL UNLIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$250	\$200	\$150	1
Booster Pack	130	118	110	1
Booster Display	4.00	3.29	3.29	1
Booster Deck	9.99	9.99	9.99	1
Booster Display	9.99	9.99	9.99	1
Booster Deck	0.50	0.25	0.20	0
Booster Display	1.00	1.00	0.50	1

MIDWEST

* **Big League Baseball Cards Supply**
322 North Sheridan Street
Crown Point, IN 46307

* **Allegiance Games**
1210 First Street
Snohomish, WA 98290
(360) 568-1785
David Gerrard
dave@allegiancegames.com

* **Broken Games**
12530 Lake City Way NE
Seattle, WA 98125

NORTHWEST

* **Allegiance Games**
1210 First Street
Snohomish, WA 98290
(360) 568-1785
David Gerrard
dave@allegiancegames.com

* **Broken Games**
12530 Lake City Way NE
Seattle, WA 98125

SOUTH

* **Bibliotech Books And Comics**
123 E Main
Shawnee, OK 74801
(405) 275-9494
Randolph Grizzle
BBComics@aol.com

COURT JESTERS

* **Court Jesters**
1117 E Main Street #102
Alhambra, CA 91801
(626) 284-2607
Frank Burr
frank@courtjesters.com

* **North Coast Role Playing**
609 E St
Eureka, CA 95501
(707) 444-2288
Barry Osser
oss1ncrp@mail.northcoast.com

* **Thunder & Lightning Cards**
1716 Colorado Boulevard
Los Angeles, CA 90041
(323) 341-5600
Art Sophomorian
tlgaming@aol.com

BASE SET 1 JAPANESE

ITEM	High	Med	Low	TR +/-
Complete Set	\$400	\$230	\$85.00	5

JUNGLE LIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$275	\$275	\$200	5
Booster Pack	350	275	150	5
Booster Display	10.95	10.00	5.00	4
Booster Deck	18.95	15.00	12.00	3
Booster Display	17.00	15.00	12.00	3
Booster Deck	0.50	0.50	0.25	0
Booster Display	1.50	1.00	0.75	1

FOSSIL LIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$325	\$275	\$200	1
Booster Pack	350	250	171	1
Booster Display	10.00	6.99	4.00	1
Booster Deck	0.50	0.25	0.25	0
Booster Display	1.50	1.00	0.50	1

JUNGLE JAPANESE

ITEM	High	Med	Low	TR +/-
Complete Set	\$200	\$175	\$175	5
Booster Pack	550	475	350	5
Booster Display	9.99	8.95	6.95	4
Booster Deck	0.50	0.50	0.25	1
Booster Display	1.00	1.00	0.50	2

FOSSIL JAPANESE

ITEM	High	Med	Low	TR +/-
Complete Set	\$250	\$225	\$200	1
Booster Pack	650	600	500	1
Booster Display	13.00	12.50	8.00	1
Booster Deck	0.50	0.25	0.25	1
Booster Display	1.50	1.00	0.50	2

TEAM ROCKET LIMITED

ITEM	High	Med	Low	TR +/-
Complete Set	\$250	\$200	\$150	4
Booster Pack	150	130	119	3
Booster Display	5.00	4.00	3.99	2
Booster Deck	10.00	10.00	9.99	2
Booster Display	10.00	10.00	9.99	2
Booster Deck	0.50	0.25	0.20	0
Booster Display	1.50	1.00	0.50	1

Meet the Contributors

On this page you'll find the names of the retailers who've contributed their price lists. Without their help, we wouldn't have any prices. Part of their reward can be seen throughout the DPI, in the form of "Shop Talk." Every month "Shop Talk" features several of our contributors, voicing their opinions about a variety of topics. If you see a store in your area that you didn't know about, give them a call. They could be closer than you think.

If you're a retailer who sells Magic, Pokémon, L5R, MLB™, or WCW™ single cards, then we want you to drop us a line at topdeck@wizards.com.

ITEM					ITEM					ITEM					ITEM				
		High	Med	Low TR +/-			High	Med	Low TR +/-			High	Med	Low TR +/-			High	Med	Low TR +/-
Terror	C	2.00	1.00	1.00 2	Manaberts	R	5.00	4.00	3.00 2	Flying Carpet	R	4.00	3.00	2.50 2	Titanic's Song	R	4.00	3.00	2.50 1
Thoughtless	R	10.00	7.00	4.00 4	Meekstone	R	5.00	4.00	3.00 3	Force of Nature	R	6.00	5.00	4.00 1	Tropical Island	R	15.00	12.00	10.00 1
Timber Wolves	R	12.00	8.00	5.00 4	Mind Twist	R	6.00	5.00	3.00 2	Fork	R	15.00	13.00	10.00 1	Tundra	R	15.00	12.00	10.00 1
Time Vault	R	75.00	50.00	35.00 2	Mock Emerald	R	160	140	125 2	Fungussaur	R	4.00	3.00	3.00 2	Underground Sea	R	14.00	12.00	10.00 2
Time Walk	R	250	225	140 4	Max Jet	R	165	150	125 3	Gaea's Liege	R	5.00	4.00	3.00 1	Verduran Enchantress	R	4.00	3.00	3.00 4
Timewalker	R	190	150	120 3	Max Pearl	R	165	150	130 2	Goblin King	R	5.00	4.00	3.50 1	Vesuvan Doppelganger	R	15.00	12.00	10.00 2
Tropical Island	R	45.00	40.00	35.00 4	Max Ruby	R	170	150	125 2	Granite Gargoye	R	6.00	5.00	3.50 1	Veteran Bodyguard	R	6.00	5.00	4.00 2
Tundra	R	50.00	45.00	1.00 3	Max Sapphire	R	175	150	135 1	Helm of Chutzk	R	4.00	3.00	2.00 2	Volcanic Eruption	R	12.95	12.00	10.00 2
Twiddle	C	1.50	1.00	1.00 3	Natural Selection	R	215	20.00	15.00 2	Hive, The	R	4.00	3.00	4.00 4	Volcanic Island	R	12.95	12.00	10.00 2
2-Headed Giant of Fairys	R	50.00	40.00	25.00 3	Nethering Shadow	R	5.00	4.00	3.00 2	Howling Mine	R	6.50	6.00	5.00 1	Warp Artifact	R	4.00	3.00	2.00 1
Underground Sea	R	50.00	40.00	35.00 3	Nethering's Disk	R	10.00	8.00	6.00 2	Hurky's Recall	R	4.00	3.00	2.50 2	Web	R	4.00	3.00	2.50 3
Unholy Strength	C	2.00	1.00	1.00 3	Northward	R	8.00	6.00	6.00 2	Hymonic Specter	U	2.50	1.50	1.00 1	Wheel of Fortune	R	10.00	8.00	7.00 2
Verduran Enchantress	R	12.00	9.00	5.00 4	Northern Paladin	R	8.00	5.00	4.00 2	Island Fish Jasconius	R	4.00	3.00	3.00 1	White Knight	U	1.50	1.00	1.00 2
Vesuvan Doppelganger	R	30.00	27.00	25.00 2	Personal Incarnation	R	6.00	5.00	3.50 1	Island Sanctuary	R	4.00	3.00	3.00 2	Will-O'-The-Wisp	R	5.00	5.00	4.00 2
Veteran Bodyguard	R	15.00	10.00	7.00 2	Pirate Ship	R	5.00	4.00	3.00 2	Ivory Tower	R	5.00	4.00	4.00 1	Winter Orb	R	5.00	4.50	4.00 4
Volcanic Eruption	R	12.00	8.00	5.00 2	Plateau	R	20.00	15.00	12.00 2	Jade Mundieth	R	4.00	3.00	2.00 1	Wrath of God	R	8.00	6.00	6.00 4
Volcanic Island	R	45.00	40.00	30.00 2	Power Surge	U	5.00	4.00	3.00 1	Jander's Ring	R	4.00	3.00	2.50 1	Zombie Master	R	4.50	4.00	3.00 1
Warp Artifact	R	12.00	8.00	4.00 2	Psionic Blast	U	20.00	18.00	10.00 4	Jander's Saddlebags	R	4.00	3.00	2.00 1					
Web	R	12.00	8.00	5.00 4	Purloine	R	4.00	3.00	2.00 2	Juggernaut	R	4.00	3.00	2.00 2					
Wheel of Fortune	R	30.00	18.00	14.00 4	Raging River	R	35.00	30.00	20.00 2	Kind Age	U	0.50	2.00	1.00 4					
White Knight	U	8.00	5.00	2.00 2	Regrowth	U	4.00	2.50	1.00 2	Kormus Bell	R	4.00	3.00	2.00 2	Complete Set		\$300	\$200	\$200 3
Will-O'-The-Wisp	R	15.00	12.00	10.00 3	Reverse Damage	R	6.00	5.00	3.50 2	Kudzu	R	4.00	3.00	2.00 1	Booster Pack		4.25	3.99	2.95 2
Winter Orb	R	22.00	18.00	10.00 4	Righteousness	R	4.00	4.00	3.00 2	Lifelore	R	4.00	3.00	3.00 1	Booster Display		120	106	95.00 3
Wrath of Command	R	50.00	45.00	25.00 3	Roc of Kher Riders	R	8.00	5.00	4.00 4	Lightning Bolt	C	1.00	0.35	0.20 1	Starter Deck		12.99	10.00	8.95 2
Wrath of God	R	40.00	25.00	10.00 3	Rock Hydra	R	10.00	8.00	5.00 1	Living Artifact	R	4.00	3.00	2.50 2	Starter Display		107	100	89.00 3
Zombie Master	R	12.00	10.00	6.00 3	Royal Assassin	R	15.00	12.00	10.00 1	Living Lands	R	4.00	3.00	2.50 2	Typical Common		0.25	0.10	0.10 1
					Savannah	R	20.00	15.00	12.00 2	Lord of Atlantis	R	5.00	4.00	4.00 1	Typical Uncommon		1.00	0.50	0.50 2
					Savannah Lions	R	7.00	5.00	4.00 2	Lord of the Pit	R	6.00	5.00	4.00 1					
					Scrubland	R	20.00	15.00	12.00 2	Magical Hack	R	5.00	4.00	3.00 1	Aladdin's Lamp	R	\$4.00	\$3.00	\$2.00 1
					Sedge Troll	R	8.00	6.00	4.00 2	Magnetic Mountain	R	4.00	3.00	2.50 1	Aladdin's Ring	R	4.00	3.00	2.50 1
					Serget Vampire	U	5.00	4.00	3.00 1	Mahamot Djinn	R	6.00	5.00	4.00 1	Animate Wall	R	4.00	3.00	2.00 1
					Serra Angel	U	7.75	5.00	4.00 1						Ankh of Mishra	R	4.00	3.00	3.00 1
					Shivan Djaggon	U	10.00	8.00	6.00 1										
UNLIMITED															FOURTH EDITION				
Complete Set		\$2,500	\$2,000	\$2,500 5															
Booster Display		2,500	2,500	2,250 5															
Booster Pack		115	100	85.00 4															
Starter Display		2,000	2,000	1,750 5															

Ancient Recall	R	\$150	\$140	\$125	3
Animate Wall	R	5.00	4.00	3.00	2
Ankh of Mishra	R	5.00	4.00	3.00	2
Armageddon	R	10.00	8.00	6.00	2
Aspect of Wolf	R	5.00	4.00	3.00	2
Bad Moon	R	8.00	8.00	6.00	1
Badlands	R	20.00	15.00	12.00	1
Balance	R	8.00	6.00	4.00	2
Bayou	R	20.00	15.00	12.00	1
Berserk	U	30.00	30.00	20.00	2
Birds of Paradise	R	10.00	8.00	6.00	2
Black Knight	U	3.00	2.00	1.00	2
Black Lotus	R	300	275	250	3
Blaze of Glory	R	30.00	25.00	20.00	2
Blessing	R	6.00	5.00	3.00	2
Brainreaper	R	11.00	9.00	6.00	2
Carnagefire	U	5.00	5.00	4.00	1
Chaos Orb	R	60.00	50.00	40.00	2
Claresdale	R	4.00	4.00	2.00	2
Clockwork Beast	R	5.00	4.00	3.00	1
Cune	U	5.00	5.00	3.00	2
Cockatrice	R	6.00	5.00	4.00	2
Consecrate Land	R	8.00	6.00	3.00	2
Contract from Below	R	5.00	4.00	4.00	2
Control Magic	U	3.00	2.00	1.00	2
Copper Tablet	U	5.00	4.00	1.00	2
Copy Artifact	R	10.00	6.00	4.00	2
Crosses	R	6.00	7.00	4.50	2
Cyclopean Tomb	R	40.00	40.00	30.00	2
Darhkapt	R	8.00	4.00	3.00	4
Deathlaze	R	4.00	4.00	2.00	1
Demonic Attorney	R	6.00	4.00	3.00	1
Demonic Hardies	R	12.00	10.00	8.00	1
Demonic Tutor	U	7.00	5.00	3.00	2
Dingus Egg	R	5.00	4.00	4.00	2
Disrupting Scepter	R	5.00	4.00	4.00	2
Dragon Whelp	U	3.00	2.00	1.00	2
Drain Power	R	5.00	4.00	4.00	1
Dwarven Demolition Team	U	6.00	4.00	2.00	2
Ebon	R	6.00	5.00	4.00	2
Elvish Archers	R	6.00	4.50	4.00	2
Fable Orders	C	3.00	1.50	0.25	0.50
Farmstead	R	6.00	4.00	4.00	1
Fastbond	R	7.00	6.00	4.00	2
Fireball	C	1.00	0.25	0.25	1.00
Force of Nature	R	10.00	8.00	5.00	3
Forcefield	R	95.00	78.00	70.00	1
Forest	R	20.00	18.00	15.00	2
Fungusaur	R	6.00	4.00	3.50	1.00
Gaea's Liege	R	75.00	50.00	4.00	1.00
Gauntlet of Might	R	95.00	85.00	70.00	2
Goblin King	R	8.00	6.00	4.00	2
Gorgyle	R	8.00	6.00	4.00	2
Helm of Ostzruk	R	5.00	5.00	4.00	2
Illowing Mine	R	8.50	7.00	5.00	2
Lynoptic Specter	U	4.00	3.00	2.00	2
Lee Storm	U	18.00	15.00	8.00	2
Magic Manipulator	U	30.00	25.00	22.00	2
Missionary Man	R	30.00	28.00	20.00	2
Missibility	C	3.00	1.00	0.25	2
Moat Sanctuary	R	5.00	4.00	3.00	2
Old Manoth	R	5.00	4.00	3.00	5
Orde Statue	U	10.00	6.00	2.00	5
Peynder Time	R	6.00	5.00	4.00	5
Pumpkin	U	5.00	4.00	1.00	5
Pyromantic Bell	R	5.00	4.00	3.00	1
Razdu	R	5.00	4.00	3.00	1
Reck	R	40.00	40.00	30.00	1
Refelace	R	5.00	3.00	2.00	2
Relighting Bolt	C	2.00	1.00	0.45	2
Resurrecting Artifact	R	5.00	4.00	3.00	2
Singing Lands	R	5.00	4.00	3.00	1
Song of the Pit	R	7.00	5.00	4.00	1
Song of the Pit	R	10.00	6.00	5.00	2
Spammy Hiss	R	5.00	4.00	3.00	2
Shameth Djinn	R	5.00	8.00	5.00	4
Shine Fire	R	6.00	5.00	4.00	2
Shine Short	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
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Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00	4.00	2
Shine Vault	R	5.50	5.00</		

by Stacie Fiorito

With the release of the fourth Harry Potter™ book and production of the much-talked-about movie just beginning, Harry Potter is a name on many lips. Whether author J.K. Rowling knew her books would appeal to all ages or not, there is no denying that Harry Potter and his magical world has audiences, both young and old, captivated. But will a **Harry Potter** trading card game have the same success? We put that very question to our contributors this month.

Plus, back in August we asked our contributors to use their powers of divination to predict which card(s) they expected would be the most popular in the *Gym Challenge* set. Most seemed to agree that the set would be pretty balanced, but they had a lot to say about which Japanese set they would most like to see released next in North America.

* What are your expectations for the **Harry Potter** trading card game?

* *What do you and your customers expect from the future of Pokémon?*

Mishra's War Machine	R	4.00	3.00	2.00	1	Black Mana Battery	R	4.00	3.00	2.50	1
Nether Shadow	R	4.00	4.00	3.00	2	Black Vise	U	1.50	1.00	0.50	1
Nevinyr's Disk	R	7.00	6.00	5.00	1	Blessing	R	4.00	3.00	3.00	1
Nightmare	R	7.00	6.00	5.00	2	Blue Mana Battery	R	4.00	4.00	2.50	1
Northern Paladin	R	5.00	4.00	3.00	1	Bottle of Suleiman	R	4.00	3.00	2.50	1
Onulet	R	4.00	3.00	2.00	1	Bronze Tablet	R	4.00	3.00	2.00	1
Personal Incarnation	R	4.00	4.00	3.00	2	Carrian Ants	U	1.50	1.00	0.50	1
Pirate Ship	R	4.00	3.00	2.50	3	Chaoslace	R	3.00	3.00	2.00	1
Plagues	R	14.00	12.00	10.00	1	Clockwork Avian	R	4.00	3.00	3.00	1
Power Surge	R	4.00	3.00	2.50	2	Clockwork Beast	R	4.00	3.00	2.75	1
Primal Clay	R	4.00	3.00	2.00	4	Cockatrice	R	4.00	4.00	3.00	1
Purcelace	R	4.00	3.00	5.00	1	Colossus of Sardia	R	5.75	4.00	4.00	1
Regrowth	U	2.00	1.00	0.75	2	Control Magic	U	1.50	1.00	0.50	1
Reverse Damage	R	5.00	4.00	3.00	3	Coral Helm	R	4.00	3.00	3.00	1
Righteousness	R	4.00	3.00	3.00	1	Cosmic Horror	R	4.00	3.00	3.00	1
Roc of Her Kidges	R	5.00	4.00	3.00	1	Crimson Mantlecore	R	4.00	3.00	2.50	2
Rock Hydra	R	8.00	5.00	4.00	2	Crusade	R	6.00	5.00	4.00	2
Rocket Launcher	R	4.00	3.00	3.00	4	Daedalus Scimitar	R	4.00	3.00	2.00	1
Royal Assassin	R	10.00	9.00	8.00	2	Deathlace	R	4.00	3.00	2.00	2
Savannah	R	15.00	12.00	10.00	1	Dingus Egg	R	4.00	3.00	3.00	2
Savannah Lions	R	5.00	4.00	4.00	2	Disrupting Scepter	R	4.00	3.00	3.00	2
Scrubland	R	15.00	12.00	10.00	2	Dragon Engine	R	4.00	3.00	2.00	1
Sedge Troll	R	5.00	4.00	3.00	1	Dragon Power	R	4.00	3.00	3.00	1
Sengir Vampire	U	4.00	3.00	1.00	2	Earthquake	R	5.00	4.00	3.00	1
Serendip Efreet	R	7.00	6.00	4.00	2	Ebonny Horse	R	4.00	3.00	2.00	2
Serra Angel	U	5.00	4.00	1.00	2	EH-Hajji	R	4.00	3.00	2.50	1
Shivan Dragon	R	15.00	12.00	9.00	1	Elder Land Wurm	R	4.00	3.00	3.00	1
Sieght of Mind	R	4.00	3.00	3.00	1	Elvish Archers	R	4.00	4.00	3.00	1
Smoke	R	4.00	3.00	2.00	4	Eye for an Eye	R	4.00	3.00	2.95	2
Sol Ring	U	4.00	2.00	1.00	1	Flying Carpet	R	4.00	3.00	2.50	1
Sorceress Queen	R	5.00	4.00	3.00	1	Force of Nature	R	6.00	5.00	4.00	1
Stasis	R	4.00	3.00	3.00	2	Fungusaur	R	4.00	3.00	3.00	2
Sunglasses of Urza	R	4.00	3.00	1.00	1	Gaea's Liege	R	5.00	4.00	3.00	2
Swords to Plowshares	U	1.50	1.00	1.00	1	Goblin King	R	5.00	4.00	3.50	1
Taiga	R	15.00	12.00	10.00	1	Green	R	3.00	2.50	1	1
Thoughtcane	R	4.00	3.00	2.00	2	Green Mana Battery	R	4.00	3.00	2.00	1
Timber Wolves	R	4.00	3.00	2.75	1	Helm of Chazruk	R	4.00	3.00	2.00	1



ITEM					ITEM					ITEM					ITEM				
	High	Med	Low	TR +/-		High	Med	Low	TR +/-		High	Med	Low	TR +/-		High	Med	Low	TR +/-
Blood of the Martyr	U3	1.50	1.00	0.50	2	Ebony Horse	U2	5.00	4.00	3.00	1	Lady Evangela	R	10.00	8.00	6.00	2		
Book of Rass	U	2.00	1.00	1.00	2	E-Hajigi	U2	6.00	5.00	3.00	1	Lady of the Mountain, The	U	4.00	3.00	2.00	1		
Bronze Horse	U	2.00	1.50	1.00	2	Elephant Graveyard	U2	30.00	26.50	20.00	2	3.50	Complete Set	\$	1,000	\$950	\$850	4	
Chromium	U	5.00	4.00	2.00	2	Erg Raiders	C5	1.50	1.00	1.00	2		Booster Deck	\$	40.00	39.00	35.00	5	
City of Brass	U	5.00	4.00	2.00	2	Erhanan Djinn	U2	25.00	25.00	15.00	4		Booster Display	\$	1,000	1,000	1,000	5	
Cocoon	U3	1.50	0.95	0.50	1	Eye for an Eye	U3	6.00	5.00	3.00	1		Typical Common	\$	1.00	0.50	0.30	1	
Concordant Crossroads	U	3.00	2.00	1.00	1	Flying Carpet	U3	5.00	5.00	3.00	1		Typical Uncommon	\$	3.00	2.00	1.00	1	
Craw Giant	U3	2.00	1.00	1.00	1	Ghostly Ogre	C5	5.00	4.00	1.00	2		Abyss, The	R	\$50.00	\$50.00	\$40.00	4	
Cyclone	U	2.00	1.50	1.00	1	Guardian Beast	C4	1.50	1.00	0.75	2		Adam Oak	R	20.00	15.00	12.00	2	
Dakkon Blackblade	U	4.00	3.00	2.00	1	Hurr-Jackal	C4	2.00	50.00	40.00	1		Adun Oakenshield	R	10.00	10.00	7.00	2	
Dance of Many	U	2.00	2.00	1.00	1	Hw-Biff Errest	U2	3.00	25.00	20.00	2		Adorn Legionnaire	R	7.00	6.00	5.00	2	
Entertainment Alteration	U3	1.50	1.00	0.50	2	Island Fish Jasconius	U2	5.00	5.00	3.00	1		Al-salor's Carpet	R	10.00	8.00	7.00	2	
Erhanan Djinn	U3	5.00	3.00	2.00	1	Island of Wak-Wak	U2	40.00	35.00	20.00	3		Alvor's Tomb	R	35.00	30.00	18.00	3	
Fallen Angel	U3	2.00	2.00	1.00	2	Jandor's Ring	U2	5.00	5.00	3.00	1		All Hallows's Eve	R	8.50	8.00	6.00	1	
Fallen Fools	U3	1.00	0.50	0.50	2	Jandor's Saddlebags	U2	5.00	4.00	3.00	1		Angelic Voices	R	8.50	8.00	6.00	1	
Feldon's Cane	C2	1.00	0.25	0.10	2	Jeweled Bird	U3	5.00	4.00	3.00	1		Angus Mackenzie	R	10.00	8.00	5.00	2	
Fire Drake	U3	1.50	1.00	0.50	2	Jhedi	U2	40.00	33.33	25.00	3	1.67	Archeria	U	4.25	3.00	3.00	1	
Fountain of Youth	C2	0.35	0.25	0.10	2	Jumfin Errest	U2	6.00	6.00	3.00	2		Archades Saboth	R	12.00	10.00	8.00	2	
Gabriel Angelife	U	3.00	2.00	1.00	2	Juzum Djinn	U2	180	180	125	5		Arma of the Ancients	R	7.00	6.00	5.00	2	
Gauntlets of Chas	U	2.00	2.00	1.00	2	Khabal Ghonr	U3	35.00	30.00	20.00	3		Axeldun Gunnarson	R	9.00	7.00	5.00	2	
Goblin Artisans	U3	1.50	1.00	0.50	2	King Suleiman	U2	20.00	15.00	10.00	2		Ayeshla Tanaka	R	7.00	6.00	5.00	2	
He'll's Caretaker	U	5.00	3.00	2.00	2	Kird Age	C5	3.00	2.00	1.00	3		Barbed Runes	U	4.00	3.00	2.50	1	
Horn of Beheading	U	2.00	2.00	1.00	2	Library of Alexandria	U3	100	100	90.00	5		Battle Mana Battery	R	12.00	10.00	5.00	2	
Ivory Guardians	U3	1.50	1.00	0.50	1	Magnetic Mountain	U3	5.00	4.00	3.00	1		Blue Mana Battery	U	4.00	3.00	2.00	1	
Jalam Tome	U3	1.50	1.00	0.50	1	Merchant Ship	U3	6.00	5.00	4.00	1		Boris Devillion	R	10.00	8.00	5.00	2	
Jeweled Bird	U	2.00	1.50	1.00	2	Misae Djinn	U2	7.00	6.00	5.00	1		Carrie Horst	R	7.00	6.00	5.00	1	
Johan	U	2.00	2.00	1.00	2	Moriel Cavalry	C1	5.00	4.00	2.00	2		Carnion Armes	R	8.00	7.00	5.00	2	
Juxtapose	U	2.50	2.00	1.00	1	Mountain	C1	5.00	4.00	1.00	4	1.00	Chavens of Despair	R	10.00	8.00	7.00	1	
Land's Edge	U	4.00	2.50	2.00	2	Oasis	U4	5.00	3.00	2.00	3		Chain Lightning	C2	4.00	3.00	1.00	2	
Lebuchadnezzar	U	4.00	3.00	2.00	1	Old Man of the Sea	U2	33.33	28.00	20.00	3		Chasits of Mephistopheles	R	20.00	15.00	10.00	3	
Nicol Bolos	U	5.00	4.00	2.50	2	Outblittle	C4	5.00	5.00	1.00	1		Chasm	R	15.00	12.00	8.00	2	
Obsidian of Undying	U	5.00	4.00	2.50	2	Pyramids	U2	20.00	20.00	11.00	2		Chasm	R	15.00	15.00	8.00	2	
Petra Sphinx	U	5.00	4.00	2.00	2	Repentant Blacksmith	U2	5.00	3.00	2.00	2		Chasm	R	15.00	15.00	8.00	2	
Primordial Ooze	U3	1.50	1.00	0.50	1	Ring of Marif	U2	35.00	32.00	30.00	2		Concordant Crossroads	R	7.00	6.00	5.00	1	
Puppet Master	U3	1.50	1.00	0.50	1	Rukh Egg	C3	10.00	10.00	5.00	2		Cosmic Horror	R	7.00	6.00	5.00	1	
Raidil Wombat	U3	2.00	1.00	0.75	2	Sandals of Abdallah	U3	6.00	5.00	5.00	2		Craw Giant	U	4.00	2.50	1.00	1	
Recall	U	2.00	1.00	0.75	2	Serendipity Djinn	U2	25.00	22.00	15.00	3	3.00	Crimson Manticoe	R	7.00	6.00	5.00	1	
Rekall	U3	2.00	1.75	1.00	2	Serendipity Errest	U2	25.00	25.00	10.00	2		Dakkon Blackblade	R	10.00	10.00	5.00	2	
Revelation	U	2.00	1.75	1.00	2	Shalvazad	U3	23.00	23.00	12.00	2		Demonic Torment	U	3.50	3.00	2.00	1	
Rishala Soulsinger	U	3.00	2.00	1.00	2	Sindbad	U3	2.00											

BLACKTHORN

All of our customers and league players are eagerly waiting for the *Neo* expansions. The set contains loads of new Pokémon, and the Japanese cards for *Neo 2* have some incredible artwork. Of all the Japanese sets, I think that *Neo* should be the next released in America. Let's go for the *Neo*!

Booster Set	\$295	\$200	\$200	4	
Booster Pack	3.00	2.99	2.95	3	
Booster Display	95.00	85.00	85.00	3	
Starter Deck	9.99	9.99	9.99	3	
Starter Display	100	95.00	84.00	2	
Typical Common	0.20	0.10	0.10	0	
Typical Uncommon	1.00	0.50	0.50	1	
Abyssal Hunter	R	\$4.00	\$3.00	1	
Abhorrent Wastes	R	5.00	4.00	3	
Anduin's Ring	R	4.00	3.00	1	
Anker Prison	R	4.00	3.00	1	
Ancestral Memories	R	4.00	3.00	1	
Animate Wall	R	3.50	3.00	1	
Ark of Michra	R	4.00	3.00	2	
Archangel	R	6.00	5.00	3	
Armageddon	R	6.00	6.00	5.00	2
Ashen Powder	R	4.00	3.00	1	
Baldurion Horde	R	10.00	8.00	5.00	1
Birds of Paradise	R	7.50	6.00	5.00	2
Big Rats	C	0.25	0.10	0.10	1
Boomerang	C	0.25	0.10	0.10	2
Bottle of Sulfuron	R	4.00	3.00	2.50	1
Braceband	R	5.00	4.00	3.00	2
Call of the Wild	C	0.25	0.10	0.10	3
Card Warriors	C	0.25	0.10	0.10	2
Celestial Dawn	R	5.00	4.00	3.00	3
City of Brass	R	8.00	6.00	4.00	2
CoP: Green	C	0.25	0.10	0.10	2
CoP: White	C	0.25	0.10	0.10	4
Counterspell	C	0.25	0.10	0.10	1
Crimson Hellkite	R	7.00	5.00	4.00	2
Crusade	R	6.00	5.00	4.00	2
Cursed Talent	R	4.00	4.00	3.00	3
Dancing Archer	C	0.25	0.10	0.10	5
Dancing Scimitar	R	3.50	3.00	2.00	1
Daring Apprentice	R	4.00	3.00	2.00	1
Deflection	R	5.00	4.00	3.00	2
Desecr. Foliage	R	4.00	3.00	3.00	2
Dereler	R	4.00	3.00	3.00	2
Desertion	R	5.00	4.00	3.00	4
Diminishing Returns	R	4.00	3.00	3.00	2
Dingus Egg	R	4.00	3.00	2.50	5
Disenchant	C	0.25	0.10	0.10	1
Disrupting Scepter	R	4.00	3.00	3.00	1
Domesday	R	3.50	3.00	3.00	2
Dragon Engine	R	4.00	3.00	2.00	1
Early Harvest	R	5.00	4.00	3.00	1
Earthquake	R	5.00	4.00	3.00	2
Elder Druid	R	4.00	3.00	3.00	1
Elvish Archers	R	4.00	3.00	3.00	3
Enlightened Tutor	U	1.50	1.00	0.50	1
Ethereal Champion	R	4.00	3.00	3.00	1
Exile	R	5.00	4.00	3.00	2
Fallen Angel	R	4.00	3.00	2.50	1
Fervor	R	4.00	3.00	3.00	2
Final Fortune	R	5.00	5.00	4.00	4
Firebreathing	C	0.25	0.10	0.10	0
Flame Spirit	C	0.25	0.10	0.10	1
Flash	R	4.00	3.00	3.00	1
Flying Carpet	R	3.50	3.00	2.00	1
Frog	C	0.25	0.10	0.10	2
Guarded Crypt	R	4.00	3.00	3.00	1
Raging Goblin	C	0.25	0.10	0.10	1
Recall	R	4.00	3.00	3.00	3
Reckless Embermage	R	4.00	3.00	3.00	2
Regeneratort	C	0.25	0.10	0.10	2
Relentless Assault	R	6.00	5.00	4.00	1
Reverse Damage	R	3.00	3.00	2.00	2
Rovven	R	4.00	3.00	2.00	2
Sabretooth Tiger	C	0.25	0.10	0.10	2
Sage Owl	C	0.25	0.10	0.10	1
Scaled Worm	C	0.25	0.10	0.10	4
Sengir Autocrat	R	4.00	3.00	3.00	5
Serenity	R	4.00	3.00	3.00	1
Shatterstorm	R	3.00	3.00	2.00	1
Slitkin Spirit	C	0.25	0.10	0.10	3
Snake Basket	R	5.00	4.00	3.00	2
Spell Link	U	2.00	1.00	0.50	2
Stone Rain	C	0.25	0.10	0.10	2
Storm Cauldron	R	4.00	3.50	3.00	3
Stronghold Cabal	R	4.00	3.00	3.00	2
Sulfurous Springs	R	5.00	4.00	3.00	4
Sunweb	R	4.00	3.00	3.00	1
Syphion Soul	C	0.25	0.10	0.10	1
Tariff	R	4.00	3.00	3.00	5
Terror's Puzzle Box	R	4.00	3.00	3.00	1
Tetraf	C	0.25	0.10	0.10	1
Trained Armored	C	0.25	0.10	0.10	1
Transmute Grove	R	4.00	3.00	3.00	5
Tranquility	C	0.25	0.10	0.10	2
Tundra Wolves	C	0.25	0.10	0.10	2
Uktabi Wildcats	R	4.00	3.00	3.00	4
Underground River	R	5.00	4.00	3.00	1
Unsummon	C	0.25	0.10	0.10	1
Vampire Tutor	R	8.00	7.00	5.00	3
Venerable Monk	C	0.25	0.10	0.10	1
Verduran Enchantress	R	4.00	3.00	3.00	1
Volcanic Dragon	R	6.00	5.00	4.00	1
Waiting in the Weeds	R	4.00	3.00	3.00	1
War of Denial	R	4.00	3.00	3.00	1
Wrath of God	R	6.00	5.00	4.00	5
Wylioth Wolf	R	3.50	3.00	2.00	2
Zombie Master	R	4.00	3.00	3.00	2
Zur's Weirding	R	4.00	3.50	3.00	3
CHRONICLES					
Complete Set	\$100	\$75.00	\$75.00	2	
Booster Display	105	95.00	85.00	2	
Booster Pack	3.50	3.00	2.50	2	
Typical Common	0.25	0.10	0.10	1	
Abu Ja'far	U3	\$2.00	\$1.00	\$0.75	2
Akron Loggiaire	U	2.00	1.75	1.00	2
Aladdin	U	2.00	2.00	1.00	1
Angelic Voices	U	4.00	2.50	1.50	1
Arcades Sabbath	U	4.50	4.00	2.00	2
Arena of the Ancients	U	2.00	2.00	1.00	1
Axlerod Gnomans	U	2.75	2.00	1.00	1
Ayeshla Tanaka	U	2.00	2.00	1.00	1
Azure Drake	U3	1.50	1.00	0.50	1
Banshee	U3	1.50	1.00	0.50	2
Barb's Rage	U	2.00	1.85	1.00	1
Barbs of Bagdaran	U3	2.00	1.00	0.50	1
Road Moon	U	2.25	1.00	0.75	1

Complete Set	\$300	\$250	\$200	4	Mana Vault	R	4.00	4.00	3.00	1	
Booster Pack	2.99	2.95	2.95	2	Manabarbs	R	3.00	3.00	2.50	2	
					Meekstone	R	4.00	3.50	3.00	1	0.50

ANTIQUITIES

Completeport	U	2.00	1.50	1.00	1
Electric Egg	U	2.00	1.95	1.00	1
Electronic Armadillo	U	4.50	4.00	2.00	1
Endurodoo Doll	U	1.50	1.50	1.00	1
Fall of Disposition	US	1.50	1.00	0.50	2
Fall of Wonder	US	1.50	1.00	0.50	1
Fishy Fish	U	2.00	1.00	0.50	2
Fletcher, The	U	4.50	2.50	1.00	2
The Ariari Alien	U	2.00	2.00	2.00	1
Imagined Demon	U	3.00	2.00	1.00	2
Complete Set					
Booster Display		\$300	\$280	\$250	5
Booster Pack		900	850	870	4
Type1 Common		25.00	20.00	20.00	4
		1.00	0.50	0.30	1
Arginian Archaeologist	U	\$35.00	\$30.00	\$25.00	3
Armageddon Clock	U2	4.00	3.00	2.50	3
Armed Assault	U2	3.00	2.00	1.00	1
Ashford's Astral Gear	U2	3.00	2.00	1.00	1
Ashford's Equipment	U2	3.00	2.00	1.00	1

	\$80.00	\$80.00	\$75.00	3
Master Display	100	100	100	3
Control Post	3.00	3.00	3.00	2
Medical Card	1.00	0.25	0.25	1
Lighting	\$8.00	\$8.00	\$4.00	1
American Arts	2.00	2.00	1.00	2
Clockwork Asian	2.00	1.00	0.25	2
Colossus of Sardia	2.00	1.00	0.25	2
Cup: Artifacts	2.00	1.00	0.25	2
Crown Helm	2.00	1.00	0.25	2
Lard Warm	2.00	1.00	0.25	2
Lard	2.00	1.00	0.25	2
Rings	3.00	2.00	1.00	2
Net	2.00	0.50	0.25	2
Box	4.00	4.00	2.00	2
Cathann	2.00	2.00	0.25	2
The Factory	4.00	4.00	2.00	2
Link	2.00	1.00	1.00	2
Mine	3.00	2.00	1.00	2
Library	4.00	4.00	1.00	2
Elemental	2.00	2.00	0.25	2
Religion	4.00	2.00	1.00	2
Dervish	2.00	1.00	0.25	2
Change	2.00	1.00	0.25	2
Citadel Druid	U3	4.00	2.50	1.00
Clockwork Asian	U	5.00	4.00	3.00
Colossus of Sardia	U	8.00	7.00	4.00
Cup: Artifacts	U3	5.00	3.00	2.00
Crown Helm	U	4.00	3.00	2.00
Damping Field	U3	3.00	2.00	1.00
Detonate	U3	4.00	2.50	1.00
Dwarven Weaponsmith	U3	3.00	2.00	1.00
Energy Flux	U3	3.00	2.00	1.00
Feldin's Cane	C	5.00	3.00	1.00
Gaea's Avenge	U	12.00	10.00	7.00
Gate to Phrydisia	U3	3.00	3.00	2.00
Goblin Artisan	U3	3.00	1.50	1.00
Goldthian Sylex	U	6.00	5.00	4.00
Haunting Wind	U3	3.00	2.50	1.00
Hurky's Recall	U3	4.00	3.00	2.50
Hyper Tower	U3	6.00	5.00	3.00
Jolam Time	U2	4.00	3.00	2.00
Martyrs of Koris	U3	5.00	3.00	2.00
Mightstone	U3	5.00	5.00	2.00
Milstone	U3	7.00	5.00	2.00
Mishra's Factory (Fall)	U	10.00	8.00	5.00
Mishra's Factory (Snp)	C	9.00	6.00	3.00
Mishra's Factory (Snr)	U	10.00	8.00	5.00
Mishra's Factory (Wtr)	U	12.00	9.00	5.00

Items Set	\$1,000	\$950	\$850	4	5				
ter Display	4,500	4,300	4,000	5					
ter Pack	10	95.00	90.00	4					
Common	1.00	1.00	1.00	1					
Far	U3	\$5.00	\$4.00	\$3.00	1				
in	U2	8.00	6.00	3.00	1				
's Lamp	U2	5.00	5.00	3.00	1				
's Ring	U3	5.00	5.00	3.00	1				
in Cairo	U3	5.00	4.00	3.00	1				
At Allah	U2	65.00	75.00	50.00	4				
of Baghdad	C4	20.00	3.00	1.00	2				
aiden	U2	80.00	15.00	12.00	2				
of Suleiman	C4	1.50	1.00	3.00	2				
Man	U2	5.00	5.00	3.00	2				
	U3	5.00	3.00	3.00	1				
a Bottle	C5	2.00	1.00	1.00	1				
Brass	U2	18.00	14.00	7.50	2	1.00			
	U3	25.00	20.00	18.00	4				
Scimitar	U3	5.00	4.00	3.00	1				
	U2	5.00	5.00	3.00	2				
Nomads	C11	3.00	2.00	1.00	1				
Twister	C5	2.00	1.50	1.00	1				
Valley	U3	5.00	4.00	3.00	2				
Honey	U2	65.00	60.00	45.00	3				
	U2	40.00	35.00	30.00	3	3.00			
Onset	U3	3.00	2.00	1.00	1				
Power Artifact	U3	4.00	3.00	2.00	1				
Powerless	U3	4.00	3.00	2.00	1				
Primal Clay	U3	3.00	2.50	1.00	1				
Rock, The	U3	3.00	2.00	1.00	1				0.50
Relic	U3	3.00	2.00	1.00	1				
Rock Launcher	U3	3.00	2.00	1.00	1				
Shapelifter	U3	3.50	3.00	1.50	2				
Shatterstorm	U3	1.00	3.00	1.00	1				
Strip Mine (Narrow Steps)	U	9.00	6.00	5.00	3				
Strip Mine (Small Tower)	U	8.00	6.00	5.00	3				0.25
Strip Mine (Wide Steps)	C	8.00	5.00	3.00	2				1.00
Strip Mine (Wide Steps) U	C	8.00	6.00	5.00	3				
Su-Chi	U3	20.00	3.00	3.00	2				1.00
Townes's Coffin	U	50.00	18.00	10.00	2				
Townes's Wand	U3	3.00	1.50	1.00	1				
Townes's Weaponry	U	5.00	2.00	1.00	1				
Tetracus	U3	3.00	2.00	1.00	2				
Titanite's Song	U3	3.33	3.00	3.00	2				1.00
Transmute Artifact	U3	4.00	3.00	2.00	1				
Trickelion	U	6.00	4.00	2.50	2				
Uzza's Avenger	U	5.75	4.00	3.00	2				
Uzza's Miter	U	6.00	4.00	2.50	2				
Wall of Spears	U3	3.00	1.00	1.00	1				
Weaponless	U3	3.00	2.50	2.00	1				
Xenic Poltergeist	U3								

[illegible]

Complete Set	\$1,000	\$950	\$850	4	Lady of the Mountain, The	U	4.00	3.00	2.00	2	
Booster Pack	4,000	39.00	35.00	5	Lady Orca	U	4.00	3.00	2.00	1	
Booster Display	1,000	1,000	1,000	5	Land Equilibrium	R	15.00	12.00	8.00	2	
Typical Common	1.00	0.50	0.30	1	Land Tax	U	7.00	6.00	3.00	3	
Typical Uncommon	3.00	2.00	1.00	1	Land's Edge	R	10.00	8.00	5.00	2	
					Lesser Werewolf	U	4.00	3.00	2.00	1	
Abyss, The	R	\$50.00	\$50.00	\$40.00	4	Life Matrix	U	10.00	9.00	6.00	2
Acid Rain	R	20.00	15.00	12.00	2	Lifelink	R	17.75	9.00	7.00	2
Adun Oakenshield	R	10.00	10.00	7.00	2	Living Plane	R	21.00	20.00	8.00	2
Akron Legionnaire	R	7.00	6.00	5.00	1	Living Slime	R	15.00	11.00	8.00	2
Al-abara's Carpet	R	10.00	8.00	5.00	2	Lord Magus	U	4.00	3.00	2.00	1
Alchor's Tomb	R	10.00	8.00	7.00	2	Mana Drain	R	40.00	35.00	18.00	4
All Hallow's Eve	R	35.00	30.00	18.00	3	Mana Matrix	U	10.00	8.00	7.00	2
Angelic Voices	R	8.50	8.00	6.00	1	Marble Priest	U	4.00	3.00	1.00	1
Anous MacKenzie	R	10.00	8.00	5.00	2	Marhat' Eldragon	U	4.00	3.00	2.00	1
Arbiter	U	4.25	3.00	5.00	2	Master of the Hunt	R	22.00	18.00	12.00	2
Arcades Sabbath	R	12.00	10.00	8.00	2	Mini Universe	R	80.00	70.00	50.00	4
Arena of the Ancients	R	7.00	6.00	5.00	2	Moat	R	50.00	44.75	33.33	4
Androl Gunnarson	R	8.00	7.00	5.00	2	Mold Demon	R	8.00	7.00	5.00	1
Ayesha Tanaka	R	7.00	6.00	5.00	2	Nebuchadnezzar	R	10.00	8.00	6.00	2
Barkthoe Warband	U	4.00	3.00	2.50	1	Netwander	R	40.00	34.00	24.00	4
Bartel Runeaxe	R	12.00	10.00	5.00	2	Nical Bots	R	15.00	12.00	8.00	3
Black Mana Battery	U	4.00	3.00	2.00	1	North	R	12.00	10.00	8.00	2
Blue Mana Battery	U	4.00	3.00	2.00	1	Palladia-Mors	R	14.25	10.00	8.00	2
Bruis Devillion	R	10.00	8.00	7.00	2	Petra Sphinx	R	17.25	10.00	8.00	3
Bronze Horse	R	7.00	6.00	5.00	1	Proix Queen	R	10.00	8.00	5.00	1
Carion Ants	R	8.00	7.00	5.00	2	Planar Gate	R	12.00	10.00	5.00	2
Caveins of Despair	R	10.00	8.00	7.00	2	Presence of the Master	U	5.00	4.00	3.00	2
Chain Lightning	C2	4.00	3.00	1.00	2	Psionic Entity	R	8.00	7.00	5.00	1
Chains of Mephistopheles	R	20.00	15.00	10.00	3	Quarum Tremor Gnomes	R	10.00	8.00	7.00	2
Chromium	R	15.00	12.00	8.00	2	Rahid Wombat	U	4.00	3.00	2.00	1
Cleanser	R	15.00	15.00	10.00	2	Ragnar	R	10.00	8.00	6.00	2
Concordant Crossroads	R	8.00	7.00	5.00	1	Ramirez DePietro	U	4.00	3.00	2.00	1
Cosmic Horror	R	7.00	6.00	5.00	1	Ramirez Overdark	R	12.00	10.00	8.00	2
Craw Giant	U	4.00	2.50	1.50	1	Rapid Fire	R	10.00	8.00	6.00	2
Crimson Manticores	R	7.00	6.00	5.00	1	Rebirth Dreamweaver	R	11.00	10.00	6.00	2
Dakkan Blackblade	R	10.00	10.00	5.00	2	Roburin	R	7.00	6.00	5.00	1
Demonic Torment	U	3.50	3.00	2.00	1	Recall	U	2.00	1.00	1.00	1

COSMICOQUEST

A **Harry Potter** card game is definitely a good idea. Age groups interested will probably be from 6 to 14 years old, and both male and female. I don't think the game should be like either **Pokémon** or **Magic**, but something entirely different. It should be more in line with the **Harry Potter** books. More important than gameplay will be the timeliness of the game's release. Two or three months before the movie release would be best.

Gym Challenge hasn't created a lot of hype in our store. **Neo**, on the other hand, has generated much more excitement. It would be my first choice for the next expansion, since many customers already ask for it even though it's only available in Japanese at this time.

Dismay	R	10.00	8.00	5.00	2	Red Mana Battery	U	4.00	3.00	2.00	1
Divine Intervention	R	10.00	9.00	7.00	2	Reset	U	5.00	3.00	2.00	1
Divine Transformation	R	8.00	6.00	5.00	2	Revelation	R	8.00	6.50	5.00	1
Elder Land Wurm	R	7.50	6.00	5.00	1	Reverberation	R	11.00	10.00	8.00	2
Elder Spawn	R	8.00	7.00	6.00	1	Righteous Avengers	U	4.00	3.00	2.00	1
Even Riders	R	7.00	6.00	5.00	1	Ring of Immortals	R	12.00	10.00	8.00	2
Equines	C	2.00	1.00	0.50	2	Riven Turnbull	U	4.00	3.00	1.50	1
Eureka	R	35.00	30.00	20.00	3	Robbins of Kher Keep	R	12.00	10.00	8.00	2
Evil Eye of Orms-By-Gore	U	1.00	3.00	2.00	2	Rothgar Souldinger	R	10.00	8.00	5.00	2
Evil Alien Angel	U	5.00	3.50	2.00	2	Sentinel	R	7.00	6.00	5.00	1
Falling Star	R	10.00	9.00	7.00	2	Serpent Generator	R	10.00	8.00	5.00	1
Field of Dreams	R	15.00	10.00	8.00	2	Shirazi Sczarzam	U	4.00	3.00	2.00	1
Firstborn Phoenix	R	20.00	17.00	15.00	2	Softwaker the Swamp King R	U	12.00	10.00	7.00	3
Forethought Amulet	R	10.00	8.00	5.00	2	Spectral Clock	U	7.00	6.00	2.00	1
Gabriel Angelife	R	8.00	7.00	5.00	2	Spinal Villain	R	15.00	12.00	8.00	2
Samuel's Chaos	R	8.00	6.00	5.00	1	Spirit Link	U	6.00	5.00	2.00	2
osta Dirk	R	10.00	9.00	6.00	2	Spiritual Sanctuary	R	10.00	10.00	6.00	2
lyphic Sphere	R	20.00	17.00	8.00	2	Stangra	R	8.00	7.00	5.00	2
Greater Realm of Preserv	U	5.00	3.00	2.00	1	Storm Seeker	U	5.00	4.00	2.00	1
reed	R	7.00	6.00	5.00	1	Storm Worn	R	11.75	10.00	8.00	2
reen Mana Battery	U	4.00	3.00	2.00	1	Sword of the Ages	R	29.95	25.00	12.00	3
wendylin Di Corci	R	14.00	10.00	7.00	3	Sylvan Library	U	7.00	5.00	3.00	3
lydion	R	10.00	10.00	7.00	2	Sylvan Paradise	U	4.00	3.00	2.00	1
uzzeez Tamar	R	15.00	10.00	7.00	2	Syphion Soul	C2	1.50	1.00	0.50	2
ill's Caretaker	R	12.00	10.00	6.00	2	Talesmide at Pindrel Vale, The	R	25.00	20.00	18.00	4
illfire	R	16.00	15.00	8.00	2	Telekinetic	U	10.00	8.00	7.00	2
orn of Deafening	R	7.00	6.00	4.95	2	Teleport	R	7.50	6.00	5.00	1
neumon Druid	U	4.00	3.00	2.00	1	Tempest Effort	R	12.00	6.00	5.00	1
prison	R	10.00	8.00	5.00	2	Tetsuo Umecawa	R	10.00	10.00	8.00	2
Eye of Chaos	R	11.75	10.00	6.00	2	Thunder Spirit	R	30.00	20.00	8.00	2
ernal Medusa	U	5.00	3.00	2.00	1	Time Elemental	R	12.00	10.00	8.00	2
erite Authority	R	12.00	8.00	6.00	2	Triassic Egg	R	7.00	6.00	5.00	1
ex Projectile	R	13.50	10.00	7.00	2	Tukuri Deathlock	R	10.00	8.00	6.00	2
ques la Vert	U	11.00	9.00	7.00	2	Typhoon	R	10.00	8.00	6.00	2
rit Djann	U	4.00	3.00	2.00	1	Underworld Dreams	U	25.00	25.00	15.00	3
ard of the Closed Fist	U	4.00	3.00	2.00	1	Ur-drago	R	10.00	8.00	5.00	2
an	R	10.00	8.00	5.00	2	Uvavics Asmadi	R	14.95	10.00	8.00	2
ian Evil	R	14.00	10.00	7.00	2	Voodoo Doll	R	7.00	6.00	5.00	1
tapose	R	8.00	6.00	5.00	1	Wall of Disposition	R	7.00	6.00	4.95	1
en the Lone Wolf	U	4.00	3.00	2.00	1	Wall of Putrid Flesh	U	3.50	3.00	2.00	1
Takahashi	R	8.00	7.00	5.00	2	Whirling Dervish	U	4.00	3.00	1.50	2
er Bees	R	10.00	7.00	5.00	2	White Mana Battery	U	4.00	3.00	2.00	1
net	U	4.00	3.00	1.50	2	Willow Satch	R	10.00	8.00	5.00	2
ergetic Vault	U	11.00	10.00	7.00	2	Winds of Change	U	4.00	3.00	2.50	1
old Lord Sergeant	U	5.00	4.00	3.00	1	Winter Blast	R	7.00	6.00	5.00	1
old Overlord	R	12.95	10.00	7.00	2	Wood Elemental	R	10.00	8.00	6.00	1
old Taskmaster	U	4.00	3.00	2.00	1	Wretched, The	R	10.00	10.00	7.00	2
Shield	U	4.00	3.00	2.00	1	Xira Arien	R	8.00	7.00	6.00	2
Caleria	R	10.00	8.00	5.00	2						

		High	Med	Low	TR	+/	ITEM		High	Med	Low	TR	+/
THE DARK													
Complete Set		\$200	\$140	\$125	3		People of the Woods	U2	2.00	2.00	1.00	1	
Booster Display		400	335	300	4		Pikemen	C3	0.50	0.25	0.20	2	
Booster Pack		9.00	8.00	6.99	3		Preacher	U	10.00	9.00	8.00	2	
Typical Common		0.25	0.25	0.20	2		Psychic Allergy	U	4.00	3.00	2.00	1	
							Rag Man	U	3.00	2.50	2.00	1	
							Reflecting Mirror	U2	3.00	2.00	1.00	2	
							Runesword	U2	2.00	1.00	1.00	1	
Amnesia	U2	\$3.75	\$3.00	\$2.00	3		Safe Haven	U	3.00	3.00	2.00	1	
Angry Mob	U	2.00	2.00	1.00	1		Scarcecrow	U2	2.00	1.00	1.00	1	
Apprentice Wizard	U	2.00	2.00	1.00	1		Scarier Bandits	U	3.00	3.00	2.00	1	
Archie's Ashes	C3	0.50	0.25	0.20	2		Scarward Hag	U2	2.00	1.75	1.00	1	0.25
Ball Lightning	U	12.00	10.00	10.00	4		Scavenger Folk	C3	0.50	0.25	0.20	2	
Banshee	U2	2.00	1.00	1.00	1		Season of the Witch	U	3.50	3.00	2.00	1	
Barb's Cage	U	3.00	2.00	2.00	1		Sisters of the Flame	U2	2.00	1.00	1.00	1	
Blood Moon	U	5.00	4.00	2.00	2		Skull of Orm	U2	4.00	3.00	2.00	1	
Blood of the Martyr	U2	2.00	1.00	1.00	1		Sorrow's Path	U	3.00	2.00	2.00	1	
Bug Imp	C3	0.50	0.25	0.20	2		Splitting Skull	U2	2.00	1.50	1.00	2	
Bug Rats	C3	0.50	0.25	0.20	2	0.50	Sparring Stones	U2	2.00	1.50	1.00	1	0.50
Boys of Brass	U2	2.00	1.00	1.00	1		Stone Calendar	U	4.00	3.00	2.00	1	
Brainwash	C3	0.50	0.25	0.20	2		Sunken City	C3	0.50	0.25	0.20	2	
Brothers of Fire	U2	2.00	1.00	1.00	1		Tangle Kelp	U2	2.00	1.00	1.00	1	
Carnivorous Plant	C3	0.50	0.25	0.20	2		Titivard's Crusade	U2	2.00	2.00	1.00	1	
Cave People	U2	2.00	1.00	1.00	1		Tormod's Crypt	U2	2.00	2.00	1.00	2	
City of Shadows	U	3.00	3.00	2.00	1		Tower of Cairral	U2	2.00	1.50	1.00	1	
Cleansing	U	3.00	3.00	2.00	1		Tracker	U	4.50	3.00	2.00	1	
Coal Golem	U2	2.00	1.50	1.00	1	0.50	Uldor Istvan	U2	2.00	2.00	1.00	2	
Curse Artifact	U2	3.00	2.00	1.00	1		Verdant	C3	0.50	0.25	0.20	2	
Dance of Many	U	3.00	2.00	2.00	1		Wind of Ith	U2	3.00	2.00	2.00	1	0.50
Dark Heart of the Wood	C3	0.50	0.25	0.20	2		Water Warge	U	3.00	2.50	1.75	1	
Dark Sphere	U2	2.00	2.00	1.00	1		Water Wurm	C3	0.50	0.25	0.20	2	
Diabolic Machine	U2	2.00	1.00	1.00	1		Whippoorwill	U2	2.00	1.50	1.00	1	
Dust to Dust	C3	0.50	0.25	0.20	2		Witch Hunter	U	3.00	3.00	2.00	1	
Eater of the Dead	U2	3.00	2.00	2.00	1		Word of Binding	C3	0.50	0.25	0.20	2	
Electric Elf	U	2.00	1.00	1.00	1		Worms of the Earth	U	3.00	2.50	2.00	1	
Elves of Deep Shadow	U2	3.00	2.00	2.00	1		Woodmoor Treelock	U	3.00	3.00	2.00	1	
Enslaved	C3	0.50	0.25	0.20	2								
Eternal Flame	U	3.00	3.00	2.00	1								
Exorcist	U	6.00	4.00	3.00	1		Complete Set		\$50.00	\$45.00	\$40.00	2	
Fallen, The	U2	2.00	1.00	1.00	1	1.00	Booster Display		75.00	65.00	60.00	2	
				</									

MIDWEST GALAXY CARDS & COMICS
Diane Pfeifer

Based on the popularity of the Harry Potter books (I know my kids love them!), the card game should be a big hit. I think it will be most popular with kids in the 8–14 age bracket, with those who are older being mostly girls. My eighth grader thinks it's "uncool" to admit to liking Harry Potter at his age unless you happen to be a girl. In contrast, my fifth grader thinks he is "cool" because he reads Harry Potter and most of the other kids in his class don't even know about Harry Potter yet. I think that the **Harry Potter** card game could be a good stepping stone to learning games like **Magic**. Based on this, I think the game should play more like **Pokémon** because **Magic** can be very difficult for the younger ones to grasp.

If Mewtwo is in the English version of *Gym Challenge*, like it is in the Japanese version, it will probably be the most popular card in the set. My customers definitely want *Neo* to be released in English. It's by far the most requested Japanese set in my store to date, and the one I think should be released in North America next.

Fasting	U2	2.00	1.00	1.00	1	Booster Pack	U	1.50	1.49	1.45	1
Fellower Stone	U2	3.00	2.00	2.00	1	Typical Common	U	0.25	0.10	0.10	2
Festival	C3	0.50	0.25	0.20	2						
Fire of Brimstone	U2	2.00	1.50	1.00	1	Aeolipe	U	\$2.00	\$1.00	\$1.00	1
Fire Drake	U3	0.50	1.00	1.00	1	Balm of Restoration	U	1.50	1.00	0.75	2
Fissure	C3	0.50	0.25	0.20	2	Bottomless Vault	U	2.00	2.00	1.00	2
Flood	U2	2.00	1.00	1.00	1	Breeding Pit	U3	2.00	1.50	1.00	1
Fountain of Youth	U2	2.00	1.50	1.00	1	Conch Horn	U	1.50	1.00	1.00	2
Frankenstein's Monster	U	5.00	4.00	3.00	1	Deep Spawns	U3	1.50	1.00	0.60	2
Gaea's Touch	C3	0.50	0.25	0.20	2	Die's Cube	U	1.50	1.00	1.00	2
Ghost Ship	C3	0.50	0.25	0.20	2	Derelet	U	2.00	2.00	1.00	2
Goblin Caves	C3	0.50	0.25	0.20	2	Dracorian Cylix	U1	1.50	1.00	0.50	2
Goblin Digging Team	C3	0.50	0.25	0.20	2	Dwarven Armorer	U	1.50	1.00	1.00	2
Goblin Hero	C3	0.50	0.25	0.20	2	Dwarven Catapult	U3	1.50	1.00	0.50	2
Goblin Rock Sled	C3	0.50	0.25	0.20	2	Dwarven Hold	U	2.00	1.50	1.00	2
Goblin Shrine	C3	0.50	0.25	0.20	2	Dwarven Lieutenant	U3	1.00	1.00	0.50	2
Goblin Wizard	U2	5.00	3.00	2.00	1	Dwarven Ruins	U2	1.50	1.00	0.75	2
Goblins of the Flang	C3	0.50	0.25	0.20	2	Ebon Praetor	U1	2.00	1.50	1.00	2
Grave Robbers	U	3.00	3.00	2.00	1	Ebon Stronghold	U2	1.50	1.00	0.75	2
Hidden Path	U	3.00	3.00	2.00	1	Elven Lyre	U	2.00	1.00	1.00	2
Inferno	U	4.00	3.00	2.50	1	Elvish Farmer	U	2.00	2.00	1.00	2
Knights of Thorn	U	4.00	3.00	2.00	1	Farrel's Mantle	U3	1.00	1.00	0.50	2
Land Leeches	C3	0.50	0.25	0.20	2	Farrilite Priest	U3	1.00	1.00	0.50	2
Leviathan	U	6.00	5.00	3.50	2	Feral Thallid	U3	1.00	0.60	0.50	2
Living Armor	U2	2.00	1.00	1.00	1	Flame	U	2.00	2.00	1.00	2
Lurk	U	3.00	2.00	2.00	1	Goblin Fleetla	U	2.00	1.00	1.00	2
Mana Clash	U	3.00	2.00	2.00	1	Goblin Kites	U3	1.00	1.00	0.50	2
Marsh Gate	C3	0.50	0.25	0.20	2	Goblin Warrens	U	3.00	2.00	1.00	2
Marsh Viper	C3	0.50	0.25	0.20	2	Hand of Justice	U	4.00	4.00	2.00	2
Martyr's Cry	U	3.00	2.00	2.00	1	Havenwood Battleground	U2	1.50	1.00	0.75	2
Maze of the Ith	C	10.00	9.00	6.00	3	Herasm	U3	1.00	1.00	0.50	2
Merfolk Assassin	U2	4.00	3.00	2.00	1	Hollow Trees	U	2.00	2.00	1.00	2
Mini Bomb	U	2.00	2.00	1.00	1	Homard Shaman	U	2.00	1.00	1.00	2
Miracle Worker	C3	0.50	0.25	0.20	2	Homard Spawning Bed	U3	1.00	1.00	0.50	2
Morale	C3	0.50	0.25	0.20	2	Iceation Lieutenant	U	2.00	1.00	1.00	2
Murk Dwellers	C3	0.50	0.25	0.20	2	Iceation Priest	U3	1.00	1.00	0.50	2
Nameless Race	U	3.50	3.00	2.00	1	Iceation Skirmishers	U	2.00	1.00	1.00	2
Necropolis	U2	2.00	2.00	1.00	1	Iceation Stone	U	2.00	1.75	1.00	2
Neal Shivan	U	3.00	3.00	2.00	1	Iceation Town	U	2.00	2.00	1.00	2
Onr General	U2	2.00	1.50	1.00	1	Implements of Sacrifice	U	1.50	1.00	1.00	2

ITEM		High	Med	Low	TR	+/-	ITEM		High	Med	Low	TR	+/-
Orcish Captain	U3	1.00	1.00	0.50	2		Naked Singularity	R	4.00	3.00	3.00	1	
Orgg	U	3.00	2.00	1.00	2		Necroptenance	R	7.00	6.00	5.95	4	
Raiding Party	U3	1.00	1.00	0.50	2		Oath of Lim-Dil	R	4.00	3.00	3.00	1	
Rainbow Vale	U	2.00	2.00	1.00	2		Orcish Librarian	R	3.00	3.00	2.50	1	
Ring of Renewal	U	2.00	1.00	1.00	2		Orcish Squatters	R	4.00	3.25	3.00	1	0.25
River Merfolk	U	2.00	1.00	1.00	2		Order of the Sacred Torch	R	4.00	3.00	3.00	1	
Ruins of Trokair	U2	1.50	1.00	0.75	2		Pale Bears	R	3.75	3.00	3.00	1	
Sand Siles	U	2.00	1.75	1.00	2		Pentagram of the Ages	R	4.00	3.33	3.00	1	0.33
Seasinger	U3	1.50	1.00	0.75	2		Polar Kraken	R	6.00	5.00	4.00	2	
Soul Exchange	U3	1.00	1.00	0.50	2		Pox	R	5.00	4.00	3.00	3	
Spirit Shield	U	2.00	1.00	1.00	2		Pygmy Allosaurus	R	4.00	3.00	3.00	1	
Spye Power	U3	1.00	1.00	0.50	2		Reality Twist	R	4.00	3.00	3.00	1	
Syvelente Priest	U3	1.00	1.00	0.50	2		Reclamation	R	3.00	3.00	2.50	1	
Syvelente Temple	U2	1.50	1.00	1.00	1		Ritual of Subdual	R	4.00	3.00	3.00	1	
Thaidil Devourer	U3	1.00	1.00	0.50	2		River	R	3.75	3.00	3.50	1	
Thelon's Giant	U3	1.00	1.00	0.50	2		Runed Arch	R	4.00	3.00	2.75	1	
Thelon's Curse	U	2.00	1.00	1.00	2		Seraph	R	6.00	5.00	4.00	2	
Thelonite Druid	U3	1.50	1.00	0.75	2		Shyft	R	4.00	3.00	3.00	1	
Thelonite Monk	U	2.00	1.50	1.00	2		Sibilant Spirit	R	4.00	4.00	3.00	1	
Thruil Champion	U1	2.00	2.00	1.00	2		Skeleton Ship	R	4.00	3.00	3.00	1	
Thruil Retainer	U3	1.00	1.00	0.50	2		Snow Fortress	R	4.00	3.00	3.00	1	
Thruil Wizard	U3	1.00	1.00	0.50	2		Snowblind	R	3.00	3.00	2.50	1	
Tidal Influence	U3	1.00	1.00	0.50	2		Soldier Golem	R	4.00	3.00	3.00	1	
Tourach's Giant	U3	1.00	1.00	0.50	2		Spirit of Evil	R	4.00	3.00	3.00	1	
Tourach's Gate	U2	2.00	1.00	1.00	2		Spills of War	R	4.00	3.00	3.00	1	
Vedalion Knights	U	2.00	2.00	1.00	2		Staff of the Ages	R	4.00	3.00	2.50	1	
Vodalian War Machine	U	2.00	1.00	1.00	2		Stampele	R	4.00	3.00	3.00	1	
Zehyon Sword	U	2.00	1.00	1.00	2		Storm Spirit	R	4.00	3.00	3.00	1	
							Stormbind	R	5.00	4.00	3.00	3	
							Strangled Cabal	R	4.00	3.00	3.00	1	
							Stunted Growth	R	4.00	3.00	3.00	1	
							Surfacing Springs	R	5.00	5.00	4.00	3	
							Swords to Plowshares	U	2.00	1.00	1.00	2	
							Timberline	R	3.75	3.00	2.50	1	
							Time Bomb	R	4.00	3.75	3.00	1	0.25
							Total War	R	3.00	3.00	2.50	1	
							Trailblazer	R	4.00	3.00	2.50	1	
							Underground River	R	6.00	5.00	4.00	3	
							Veldt	R	3.00	3.00	2.50	1	
							Vesting Arcanic	R	4.00	4.00	3.00	1	0.75
							Wishbone Gohann	R	3.00	3.00	2.75	1	

ICE AGE					
Complete Set	\$225	\$200	\$150	3	
Booster Display	100	100	93.00	4	
Booster Pack	3.50	3.00	2.95	3	
Starler Display	100	100	80.00	4	
Starler Deck	11.00	9.95	9.00	3	
Typical Common	0.25	0.10	0.10	1	
Typical Uncommon	1.00	0.50	0.50	2	
Adarkar Wastes	R	\$5.00	\$5.00	\$4.00	4

R	4.00	3.00	2.50	1	Witigo	R	4.00	3.00	3.00	1
R	3.00	3.00	2.00	1	Winter's Chill	R	3.00	3.00	2.50	1
R	4.00	3.50	3.00	1	Wrath of Marit Lage	R	3.00	3.00	2.50	1
R	6.50	5.00	4.00	2	Zur's Weirlding	R	4.00	4.00	3.00	2
					Zur's Weirlding	R	9.00	1.00	9.00	1

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Glacial Drresses	R	3.00	3.00	2.50	1	Digerdoo	U	2.00	1.75	1.00	1
Glaciers	R	3.00	3.00	2.75	1	Drudge Spell	U3	1.50	1.00	0.50	2
Goblin Lyre	R	3.00	3.00	2.50	1	Dwaven Pony	U	2.00	1.25	1.00	1
Gravebind	R	3.00	3.00	2.50	1	Dwaven Sea Clan	U	2.00	1.25	1.00	2
Halls of Mist	R	4.00	3.00	2.50	2	Eron the Relentless	U3	1.75	1.00	0.75	1
Hecatombs	R	5.00	4.00	3.00	2	Evaporate	U3	1.50	1.00	0.50	2
Hot Springs	R	3.00	3.00	2.75	1	Faerie Noble	U	2.00	2.00	1.00	2
Ice Cauldron	R	4.00	3.00	3.00	1	Faerie's Fan	U	2.00	1.50	1.00	2
Icy Manipulator	U	6.00	6.00	3.50	2	Forge	U	2.00	1.50	1.00	2
Icy Prison	R	4.00	3.00	3.00	1	Gargoyle Hounds	U3	1.50	1.00	0.50	2
Illusory Presence	R	4.00	3.00	3.00	1	Giant Urtro	U3	1.50	1.00	0.50	2
Illusion of Grandeur	R	4.00	3.00	3.00	1	Grandmother Sengir	U	2.25	2.00	1.00	2
Infernal Darkness	R	4.00	3.00	3.00	1	Hazduru the Abbot	U	2.00	1.50	1.00	2
Infernal Denizen	R	4.00	3.00	3.00	1	Heart Wolf	U	2.00	1.50	1.00	2
Infinite Hourglass	R	4.00	3.00	2.75	1	Issari's Shade	U3	2.00	1.50	1.00	2
Jester's Cap	R	15.00	12.00	10.00	4	Irini Sengir	U3	1.50	1.00	0.50	2
Jester's Mask	R	8.00	6.00	5.00	2	Ironclaw Curse	U	2.00	1.25	1.00	2
Jokulhaups	R	6.00	5.00	4.00	3	Joven's Tools	U3	1.50	1.00	0.50	2
Karpalusn Forest	R	5.00	5.00	4.00	3	Koskun Falls	U	2.00	1.50	1.00	2
Karpalusn Yeti	R	4.00	3.00	3.00	1	Koskun Keep	U3	1.50	1.00	0.50	2
Keldoran Knight	R	4.00	3.00	3.00	1	Land	U	2.00	1.50	1.00	2
Keldoran Phalanx	R	4.00	3.00	3.00	1	Manamoth Harness	U	2.00	1.50	1.00	2
Kieldor Royal Guard	R	4.00	3.00	3.00	1	Marjhan	U	2.00	1.50	1.00	2
Land Cap	R	4.00	3.00	2.50	2	Mystic Decree	U	3.00	2.00	1.00	2
Lava Tubes	R	3.00	3.00	2.50	1	Narwhal	U	2.00	1.50	1.00	2
Lhurgoif	R	7.00	6.00	4.00	4	Orchisn Mine	U3	1.50	1.00	0.50	2
Lightning Blow	R	4.00	3.00	2.50	1	Primal Order	U	4.00	2.50	1.50	2
Lost Order of Jarkeld	R	4.00	3.00	3.00	1	Rashka the Slayer	U3	1.50	1.00	0.50	2
Magus of the Unseen	R	4.00	3.00	3.00	1	Rebuku	U3	1.50	1.00	0.50	2
Marton Stromgald	R	5.00	4.00	3.00	1	Revela, Wizard Savant	U	2.00	1.50	1.00	2
Merenaries	R	3.00	3.00	2.50	1	Root Spider	U3	1.50	1.00	0.50	2
Meserike Ri Berit	R	4.00	3.00	3.00	1	Root	U	1.50	1.00	0.50	2
Mesmeric Trance	R	4.00	3.00	3.00	1	Serrated Badger	U	2.00	1.25	1.00	2
Mind	R	3.00	3.00	2.50	1	Sea Sprite	U3	1.50	1.00	0.50	2
Minion of Leshrac	R	4.00	4.00	3.00	1	Sea Troll	U3	1.50	1.00	0.50	2
Minion of Teshw Szat	R	4.00	4.00	3.00	1	Sengir Autocrat	U	3.00	2.00	1.00	1
Monsoon	R	4.00	3.00	3.00	1	Serra Aviary	U	2.75	2.00	1.00	2
Mountain Titan	R	3.00	3.00	2.50	1	Serra Inquisitors	U3	1.50	1.00	0.50	2
Mudslide	R	3.00	3.00	2.50	1	Serrated Arrows	C	0.50	0.20	0.10	1
Musician	R	4.00	3.00	3.00	1	Soraya the Falconer	U	2.00	1.50	1.00	2
Mystic Might	R	4.00	3.00	3.00	1	Spectral Bears	U3	1.50	1	0.65	2

ITEM		High	Med	Low	Tr	+/	ITEM	High	
	Timmerian Fiends	U	2.00	1.00	1.00	2	Frantic Ereect	R	5.00
	Truce	U	2.00	1.50	1.00	2	Grim Feast	R	4.00
	Veldrane of Sengir	U	2.00	1.50	1.00	2	Grimning Tent	R	10.00
	Wall of Kelp	U	2.00	1.00	1.00	2	Hakim, Loreweaver	R	4.00
	Willow Priestess	U	2.00	2.00	1.00	2	Hall of Gemstone	R	4.00
	Winter Sky	U	2.00	1.50	1.00	2	Hammer of Bagardan	R	15.00
	Wizards' School	U3	1.50	1.00	0.50	2	Harbinger of Night	R	4.00
							Hills of the Scale	R	4.00
							Illicit Auction	R	4.00
							Infernal Contract	R	4.50
							Jabari's Influence	R	4.00
							Jungle Patrol	R	4.00
							Kukenssa Pirates	R	4.00
							Leering Gargyle	R	4.00
							Lion's Eye Diamond	R	4.00
						0.25	Lure of Prey	R	4.00
							Malignant Growth	R	4.00
							Mangara's Tome	R	4.00
							Marble Diamond	U	1.50
							Maro	R	7.00
							Mindbender Spores	R	4.00
							Misery's Cage	R	4.00
							Mist Dragon	R	6.00
							Moss Elemental	U	1.50
							Mystical Tutor	R	2.00
							Natural Balance	R	5.00
							Nuli Chamber	R	4.00
							Paupers' Cage	R	4.00
							Pearl Dragon	R	6.00
							Phyrexian Dreadnought	R	9.00
							Phyrexian Purgue	R	4.00
							Phyrexian Tribute	R	4.00
							Pinkish Trickery	R	4.00
							Polymorph	R	4.00
							Preferred Selection	R	4.00
							Prismatic Lake	R	4.00
							Psychic Transfer	R	4.00
							Purgatory	R	4.00
							Purraj of Urborg	R	4.00
							Rashida Scalebane	R	4.00

Nature's Wrath	R	4.00	3.00	3.00	1	Reckless Embergage	R	4.00
Omen of Fire	R	4.00	3.00	3.00	1	Reflect Damage	R	4.00
Phantasmal Sphere	R	4.00	3.00	2.50	1	Reparations	R	4.00
Phelldaggrif	R	4.00	3.50	3.00	2	Rock Basilisk	R	4.00
Phelldaggrif	R	4.00	3.50	3.00	2			

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Item	Price	Weight	Volume	Material	Price
Abyssal Hunter	R	4.00	\$4.00	\$3.00	1.00
Acidic Dagger	R	4.00	3.00	3.00	1
Alfy Grove	R	4.00	3.00	3.00	1
Amber Prison	R	4.00	4.00	3.00	0.25
Amulet of Unmaking	R	4.00	3.00	3.00	1
Ancestral Memories	R	4.00	4.00	3.00	0.25
Ashen Powder	R	4.00	3.00	3.00	1
Asmra, Holy Anger	R	4.00	3.00	3.00	1
Auspicious Ancestor	R	4.00	3.00	3.00	1
Barrelling Attack	R	4.00	3.00	3.00	1
Bazaar of Wonders	R	4.50	4.00	3.00	2
Benthic Djinn	R	4.00	3.00	3.00	1
Bone Mask	R	4.00	3.00	3.00	1
Brushwagg	R	4.00	3.00	2.50	1
Cadaverous Bloom	R	6.00	5.00	4.00	3
Canopy Dragon	R	6.00	5.00	4.00	2
Carion	R	4.00	3.00	3.00	1
Catacomb Dragon	R	6.50	5.50	4.00	2
Celestial Dawn	R	7.00	6.00	5.00	2
Chaosphere	R	3.00	3.00	3.00	1
Circle of Despair	R	4.00	3.00	3.00	1
Crimson Hellkite	R	9.00	7.00	5.00	2
Cursed Totem	R	4.00	4.00	3.00	2
Cycle of Life	R	4.00	3.00	3.00	1
Daring Apprentice	R	4.00	3.00	3.00	1
Discordant Spirit	R	4.00	3.00	3.00	1
Dissipate	U	2.00	1.00	0.75	2
Divine Retribution	R	4.00	3.00	3.00	1
Early Harvest	R	4.00	3.00	3.00	2
Emberwilde Caliph	R	4.00	3.00	3.00	1
Emberwilde Djinn	R	4.00	3.50	3.00	0.50
Energy Bolt	R	4.00	3.50	3.00	0.50
Energy Vortex	R	4.00	3.00	3.00	1
Enlightened Tutor	U	2.00	1.00	0.75	1
Ethereal Champion	R	4.00	3.00	3.00	1
Final Fortune	R	8.00	5.00	4.00	2
Fire Diamond	U	1.50	1.00	0.75	2
Flash	R	4.00	3.00	3.00	1
Forbidden Crypt	R	4.00	3.50	3.00	0.50
Forsaken Wastes	R	5.00	4.00	3.00	2
Worldly Tutor	U	1.50			
Yare	R				
Zirilan of the Claw	R				
Zuberi, Golden Feather	R				
Complete Set					\$150
Booster Display					120
Booster Link					4.00
Typical Common					0.25
Typical Uncommon					1.00
Alu Djinn	R				\$5.00
Anvil of Bogardan	R				5.00
Archangel	R				8.00
Bogardan Phoenix	R				4.00
Breathstealer's Crypt	R				4.00
Chromatog	R				5.00
City of Solitude	R				8.00
Corrosion	R				4.00
Crossed	U				5.50
Desertion	R				5.50
Diamond Kaleidoscope	R				4.00
Elkin Lair	R				4.00
Equipoise	R				4.00
Eye of Singularity	R				4.00
Famefar Enchantress	R				4.00
Firestorm Hellkite	R				6.00
Flooded Shoreline	R				4.00
Forbidden Ritual	R				4.00
Griffin Canyon	R				4.75
Guiding Spirit	R				4.00
Kenevel's Epile	R				4.00
Katabatic Winds	R				4.00
Kookus	R				4.00
Lichenthrope	R				4.00
Lightning Cloud	R				4.00
Natural Order	R				5.00

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3.00	3.00	1	0.25	NORTHWEST	GAMBI
3.75	3.00	1			
3.00	3.00	1			
3.00	3.00	1			

4.00	3.00	1	0.50	Good games are what make good games. A Harry Potter card will be popular if it's developed well. People buy games that are good on something that existed prior to their development, but if the card is good game they will stop buying it. We should develop good cards <i>then</i> market them, not vice versa. I hope that the game is unique, not that the designers started from scratch rather than model it after existing games. <i>Gym Challenge</i> seems to be a good set, with good balance. Cards that aren't dominated by one or two cards. If there is one card that affects previous cards, it is the No Removal Gym Stadium card.
3.00	3.00	2		
4.00	3.00	1		
4.00	3.00	1		
3.00	3.00	1		
1.00	0.75	1		
3.00	3.00	1		
3.00	3.00	1		
6.00	4.00	3		
1.00	0.50	1		
3.00	3.00	1		
3.00	3.00	1		
3.00	3.00	1		
4.00	3.00	2		
5.00	4.00	2		
3.00	3.00	1		
3.00	3.00	1		
3.00	3.00	1		

[illegible]

3.00	0.75	2	Domesday	R	5.00	4.00	3.00	2	Erra's Wedding	R	4.00	
3.00	3.00	1	Dwarven Thaumaturgist	R	4.00	3.00	3.00	2	Escaped Shapeshifter	R	4.00	
4.00	3.00	1	Erra's Familiar	R	4.00	3.00	3.00	2	Fevered Convulsions	R	4.00	
4.00	3.00	1	Fervor	R	5.00	4.00	3.00	2	Field of Souls	R	4.00	
			Firestorm	R	6.00	5.00	4.00	3	Flownstone Sculpture	R	4.00	
			Fungus Elemental	R	4.00	3.00	3.00	2	Flownstone Wyvern	R	4.00	
			Gaea's Blessing	U	1.50	1.00	0.50	2	Fool's Tone	R	4.00	
			Gallowbraid	R	4.00	4.00	3.00	2	Fugitive Druid	R	4.00	
\$150	\$125	3	Gemstone Mine	U	2.00	1.00	0.75	3	Furnace of Rath	R	6.00	
105	92.59	3	Goblin Bomb	R	4.50	4.00	3.00	1	Gerrard's Battle Cry	R	4.00	
0.10	0.10	1	Heat of Bergand	R	4.50	4.00	3.00	2	Grimstone	R	5.00	
0.75	0.50	1	Heat Stroke	R	4.00	3.00	3.00	1	Hanna's Grand	R	4.00	
			Infernal Tribute	R	4.00	4.00	3.00	1	Hanna's Custody	R	4.00	
			Inner Sanctum	R	4.00	3.00	3.00	2	Heartwood Giant	R	4.00	
			Liege of the Hallows	R	4.00	3.75	3.00	2	0.75	Helm of Possession	R	5.00
			Lotus Vale	R	10.00	8.00	6.00	3	Humility	R	6.00	
			Mana Web	R	4.00	4.00	3.00	2	Intuition	R	5.00	
			Maraxus of Keld	R	6.00	4.00	4.00	2	Jet Medallion	R	5.00	
			Marifien	R	4.50	4.00	3.00	2	Jinxed Idol	R	4.00	
			Mwounli Ooze	R	4.00	3.00	3.00	2	Kezzerdrif	R	4.00	
			Nature's Resurgence	R	4.00	4.00	3.00	2	Living Death	R	8.00	
			Null Rock	R	4.00	4.00	3.00	1	Lotus Petal	C	0.30	
			Paragon Shift	R	4.00	3.50	3.00	1	0.50	Maddening Imp	R	4.00
			Peasacorn Thief	R	4.50	4.00	3.00	2	Magical Seal	R	4.00	
			Pendrell Mists	R	4.50	4.00	3.00	2	Magnetic Web	R	4.00	
			Psychic Vortex	R	4.00	3.00	3.00	2	Mana Severance	R	4.00	
			Scorched Ruins	R	5.00	4.00	3.00	2	Marble Titan	R	4.00	
			Serenity	R	4.50	4.00	3.00	2	Mawcor	R	4.00	
			Southern Paladin	R	5.00	4.00	3.00	2	Meditate	R	7.00	
			Tariff	R	4.00	3.00	3.00	2	Minion of the Wastes	R	4.00	
			Throne	R	4.00	3.00	3.00	2	Mirr's Gule	R	4.00	
			Thundamear	R	8.00	7.00	5.00	2	Mongrel Pack	R	4.00	
			Tolarian Entrancer	R	4.00	3.75	3.00	2	0.25	Nature's Revolt	R	4.50
			Tolarian Serpent	R	4.00	3.00	3.00	2	No Quarter	R	4.00	
			Transcendence	R	4.00	3.50	3.00	2	Oracle en-Vic	R	4.00	
			Urborg Justice	R	4.00	3.25	3.00	2	0.25	Ornate Metal Healer	R	4.00
			Urborg Stalker	R	4.00	3.50	3.00	2	0.50	Overrun	U	2.00
			Wave of Terror	R	4.00	3.00	3.00	2	Palladium	R	4.00	
			Well of Knowledge	R	4.00	4.00	3.00	2	Pit Medallion	R	5.00	
			Winding Canyons	R	5.00	4.00	3.00	1	Pegasus Refuge	R	4.00	
			Xanthic Statue	R	4.00	4.00	3.00	2	Phryxian Grimoire	R	4.00	

\$T5	Low TR	+/-
\$250	\$200	3
2.99	2.95	3
90.00	85.00	4
9.00	8.95	4
90.00	84.00	4
0.10	0.10	1
0.50	0.50	2
\$4.00	\$3.00	2
5.00	4.00	2
4.75	4.00	2
3.00	3.00	1
4.00	3.00	2
3.00	3.00	1
4.00	3.00	2
4.00	3.50	1
1.00	0.50	2
4.00	3.00	1
4.00	3.00	2
3.00	3.00	1
3.00	3.00	1
3.00	3.00	1
4.00	3.00	2
3.00	3.00	1
5.00	4.00	2
4.00	3.00	3
3.00	3.00	1
16.00	12.00	5
3.00	3.00	1
4.00	3.00	1
4.00	3.00	2
4.00	3.00	1
4.00	3.00	1
3.00	3.00	1
4.00	3.00	2
3.50	3.00	1
5.00	5.00	4
5.00	4.00	1

T GAMES

Brad Irwin

4.50	3.00	1
3.00	3.00	2
4.00	3.00	1
4.00	3.00	1
4.00	3.00	1
3.00	3.00	1
1.00	0.75	1
3.00	3.00	1
3.00	3.00	1
6.00	4.00	3
1.00	0.50	1
3.00	3.00	1
3.00	3.00	1
3.00	3.00	1
4.00	3.00	2
5.00	4.00	2
3.00	3.00	1
3.00	3.00	1
3.00	3.00	1

Good games are what make good games. A Harry Potter card will be popular if it's developed well. People buy games that are something that existed prior to their development, but if you develop a game they will stop buying it. We should develop good games *then* market them, not vice versa. I hope that the game is unique so that the designers started from scratch rather than model it after existing games.

Gym Challenge seems to be a good set, with good balance between cards that aren't dominated by one or two cards. If there is one card that affects previous cards, it is the No Removal Gym Stadium card.

[illegible]

3.50	3.00	1	0.50
3.75	3.00	1	0.50
3.25	3.00	1	0.25
3.00	3.00	1	
4.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
5.00	4.00	2	
3.50	3.00	1	0.50
5.00	4.00	3	
3.00	3.00	1	
3.50	3.00	1	0.50
3.00	3.00	1	
4.50	3.00	3	
5.00	4.00	3	
4.50	3.00	3	
4.00	3.00	2	
3.00	3.00	2	
3.00	3.00	1	
6.00	5.00	5	
0.25	0.10	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
5.00	4.00	3	
4.00	3.00	1	
4.00	3.00	1	0.25
3.00	3.00	1	
4.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	1	
3.00	3.00	2	
1.00	0.50	2	
3.00	3.00	1	
4.00	3.00	2	
3.50	3.00	1	0.50
3.00	3.00	1	

ITEM		High	Med	Low	TR	+/	ITEM		High	Med	Low	TR	+/	ITEM		High	Med	Low	TR	+/					
Pine Barrens	R	5.00	4.00	3.50	3		Volrath's Laboratory	R	4.00	3.25	3.00	1	0.25	Contamination	R	4.00	4.00	3.00	2						
Propaganda	R	4.00	4.00	3.00	1	0.50	Volrath's Shapeshifter	R	4.00	3.50	3.00	1		Copper Gnomes	R	4.00	3.00	3.00	2						
Rathi Dragon	R	10.00	8.00	6.00	4		Volrath's Stronghold	R	6.50	6.00	4.00	3		Grater Hellion	R	6.00	5.50	5.00	3	0.50					
Recycle	R	5.00	4.00	3.00	2		Wall of Blossoms	R	1.50	1.00	0.50	3		Dark Hatchling	R	5.00	4.00	3.00	3						
Reflecting Pool	R	12.00	10.00	8.00	5		Warrior Angel	R	5.00	4.00	3.00	2		Dark Mage	R	4.00	3.75	3.00	2	0.74					
Root Maze	R	4.00	3.00	3.00	1		EXODUS												Discordant Dirge	R	4.00	4.00	3.00	2	1.00
Rootwater Matriarch	R	4.00	3.00	3.00	1		Complete Set		\$150	\$150	\$100	4		Drifting Djinn	R	5.00	4.00	3.00	4						
Rootwater Shaman	R	4.00	3.00	3.00	1		Booster Display		99.99	90.00	85.00	4		Eastern Paladin	R	5.00	4.00	3.00	2						
Ruby Medallion	R	5.00	4.00	3.00	2		Booster Pack		3.00	2.99	2.85	3		Electryte	R	4.00	3.00	3.00	2						
Sacred Guide	R	4.00	3.00	3.00	1		Typical Common		0.25	0.10	0.10	1		Elite Archers	R	4.00	4.00	3.00	2	0.50					
Safeguard	R	4.00	3.00	3.00	1		Typical Uncommon		1.00	0.50	0.50	2		Endless Wurm	R	6.00	5.00	4.00	3						
Salt Flats	R	5.00	4.00	3.00	2		Cataclysm	R	\$9.00	\$7.00	\$5.00	5		Energy Field	R	5.00	4.00	4.00	3						
Sapphire Medallion	R	5.00	4.25	4.00	4		City of Traitors	R	4.00	4.00	3.00	2		Exploration	R	5.00	4.00	3.00	2						
Sarcophagus	R	5.00	4.00	3.00	2		Coast of Arms	R	8.00	7.00	5.00	3		Faith Healer	R	4.00	3.00	3.00	2						
Seabland	R	5.00	4.00	3.00	2		City of Trains	R	4.00	4.00	3.00	2		Fault Line	R	5.00	4.00	3.00	3						
Scalding Tongs	R	5.00	4.00	3.00	3		Cost of Arms	R	8.00	7.00	5.00	3		Flamewheel	R	5.00	4.00	3.00	2						
Scorched Earth	R	4.00	3.50	3.00	1		Convenience	R	4.00	3.00	3.00	1		Gaea's Cradle	R	12.00	10.00	8.00	4						
Scroll Rack	R	6.00	5.00	4.00	3		Dominating Light	R	5.00	4.00	3.00	4		Gamble	R	5.00	4.00	3.00	2						
Selenia, Dark Angel	R	5.00	4.00	3.00	2		Empire Specter	R	4.00	3.00	3.00	1		Gilded Drake	R	5.00	4.00	3.00	3						
Shocker	R	5.00	4.00	3.00	1		Enigmatic	R	4.00	3.00	3.00	2		Glorious Anthem	R	6.00	5.00	4.00	3						
Skyscraper Forest	R	5.00	4.00	3.00	3		Equilibrium	R	5.00	4.00	3.00	2		Grafted Skullcap	R	4.00	4.00	3.00	2						
Soltari Emissary	R	4.00	4.00	3.00	2	1.00	Erratic Portal	R	5.00	4.00	3.00	2		Greater Good	R	5.00	5.00	4.00	4						
Soltari Guerrillas	R	4.00	3.50	3.00	2	0.50	Ertal, Wizard Advent	R	8.00	6.00	5.00	3		Greener Pastures	R	4.00	4.00	3.00	2	0.50					
Soltari Minion	R	4.00	3.00	3.00	1		Evil, Wizard Advent	R	8.00	6.00	5.00	3		Herald of Serra	R	5.00	4.00	3.50	2						
Starke of Rath	R	4.00	3.00	3.00	1		Fighting Chance	R	4.00	3.00	3.00	1		Hidden Herd	R	4.00	3.00	3.00	2						
Static Orb	R	4.00	4.00	3.00	2		Forbidden	U	1.50	1.00	0.50	2		Hidden Predators	R	4.00	3.00	3.00	2						
Thumbrscrews	R	4.00	3.00	3.00	1		Hatred	R	8.00	6.00	5.00	4		Hidden Stag	R	4.00	3.00	3.00	2						
Time Warp	R	15.00	11.00	7.00	4		Limited Resources	R	4.75	4.00	3.00	1		Ill-Gotten Gains	R	4.75	4.00	3.00	3						
Tooth and Claw	R	4.00	3.00	3.00	1		Manabond	R	4.00	3.00	3.00	1		Imaginary Hero	R	4.00	3.00	3.00	2						
Torture Chamber	R	4.00	3.00	3.00	2		Memory Crystal	R	4.75	4.00	3.00	1		Intrepid Hero	R	4.00	4.00	3.00	2						
Tradedown Rider	R	15.00	12.00	9.00	5		Mind Over Matter	R	5.00	4.00	3.00	2		Karn, Silver Golem	R	5.50	5.00	4.00	3						
Unstable Shapeshifter	R	4.00	4.00	3.00	1		Mindless Automation	R	4.00	3.00	3.00	3		Lifeline	R	8.00	6.00	5.00	4						
Verdant Force	R	7.00	6.00	4.00	4		Mirri, Cat Warrior	R	5.00	4.00	4.00	3		Lightning Dragon	R	8.00	7.00	6.00	4						
Vhati i-Dal	R	4.00	4.00	3.00	1	1.00	Murderous Heound	R	4.00	3.00	3.00	1		Lion's Blossom	R	6.00	4.00	3.00	3						
Westland	U	2.00	1.00	0.50	3		Nul Break	R	6.00	5.00	4.00	3		Lurking Evil	R	4.00	3.00	3.00	2						
Whim of Volrath	R	4.00	4.00	3.00	1		Oath of Druids	R	8.00	7.00	5.00	4		Metamorph	R	4.00	4.00	3.00	2	0.75					
Winds of Rath	R	5.00	4.00	3.00	2		Oath of Druids	R	5.00	4.00	3.00	4		Midsummer Revel	R	4.00	4.00	3.00	2						
Wood Sage	R	4.00	3.00	3.00	1		Oath of Liches	R	4.00	4.00	3.00	1		Misha's Helix	R	5.00	4.00	3.00	4						
							Oath of Mages	R	4.00	3.00	3.00	2		Morphling	R	7.00	5.00	4.00	3						
							Oath of Scholars	R	4.00	3.50	3.00	1	0.50	Naefic Scales	R	4.00	4.00	3.00	2						

EXODUS

Complete Set	\$150	\$150	\$100	4
Booster Display	99.99	90.00	85.00	4
Booster Pack	3.00	2.99	2.95	3
Typical Common	0.25	0.10	0.10	1
Typical Uncommon	1.00	0.50	0.50	2

URZA'S LEGACY FOIL

Complete Set	\$2,000	\$1,500	\$1,000	5
Typical Common	3.00	3.00	2.00	2
Typical Uncommon	8.00	5.00	4.50	

CENTRAL THE SPLASH PAGE—MISSOULA
Scott Phelps

A Harry Potter card game could go over huge, but it's hard to say because the Potter books are mass market, and I don't know if their readers are my customers. But I had these same concerns about Pokémon a year ago. I think it will most likely appeal to girls and younger kids. Those are two segments of the market I would *certainly* like to see more of in my store. I will definitely carry the game when it comes out.

Our customers would very much like to see the English release of *Neo* and *Tropical Islands*. While there might be specific cards the kids want, it's pretty much just the popularity of the sets and the game itself that makes the kids want to see them released.

STRONGHOLD

Complete Set	\$150	\$150	\$100	3
Booster Display	95.00	90.00	85.00	3
Booster Pack	3.00	2.99	2.95	1
Typical Common	0.25	0.10	0.10	1
Typical Uncommon	1.00	0.50	0.50	2

Amok	R	4.00	3.00	3.00	1
Awakening	R	4.00	4.00	3.00	3
Burgeoning	R	4.00	3.50	3.00	1
Cardassid	R	4.00	3.00	3.00	1
Croak the Cursed	R	4.00	4.00	3.00	2
Dream Halls	R	4.00	4.00	3.00	2
Ensnaring Bridge	R	5.00	5.00	3.50	4
Evacuation	R	4.00	4.00	3.00	2
Flowstone Mauler	R	4.00	3.00	3.00	1
Grave Pact	R	5.00	4.00	3.00	2
Hermit Druid	R	5.00	4.00	3.00	3
Hidden Retreat	R	4.00	3.00	3.00	1
Horn of Greed	R	4.00	3.50	3.00	1
Intruder Alarm	R	4.00	3.00	3.00	1
Invasion Plans	R	4.00	3.00	3.00	1
Jinxed Ring	R	4.00	3.00	3.00	1
Minotaur	R	4.00	3.00	3.00	2
Muggy Infestation	R	4.00	4.00	3.00	1
Murderer	R	4.00	4.00	3.00	1
Max Diamond	R	20.00	18.00	13.00	5
Portcullis	R	4.00	4.00	3.00	3
Pursuit of Knowledge	R	6.00	4.00	3.00	2
Reins of Power	R	4.00	4.00	3.00	1
Revenant	R	4.00	4.00	3.00	2
Rolling Stones	R	4.00	3.50	3.00	1
Ruin	R	5.00	4.00	3.00	1
Sacred Ground	R	4.00	4.00	3.00	2
Shaman on Kor	R	4.00	4.00	3.00	1
Shard Phoenix	R	5.00	4.00	3.00	4
Silver Wyvern	R	4.95	4.00	3.00	3
Skeleton Scavengers	R	4.00	3.00	3.00	1
Silver Queen	R	10.00	9.00	6.00	4
Soltari Champion	R	4.75	4.00	3.00	2
Spike Breeder	R	4.00	3.00	3.00	1
Spitting Hydra	R	4.00	3.50	3.00	2
Stronhold Assassin	R	4.75	4.00	3.00	3
Sword of the Chosen	R	4.00	3.00	3.00	1
Thalokas Deceiver	R	4.00	3.00	3.00	2
Verdant Touch	R	4.00	3.50	3.00	1
Volrath's Gardens	R	4.00	3.50	3.00	1

URZA'S SAGA

Complete Set	\$300	\$225	\$200	3
Booster Display	100	93.00	85.00	3
Booster Pack	3.00	2.99	2.95	2
Starter Display	100	95.00	90.00	3
Starter Deck	10.00	9.95	9.95	2
Typical Common	0.25	0.10	0.10	1
Typical Uncommon	1.00	0.50	0.50	1

URZA'S LEGACY

Complete Set	\$125	\$100	\$75.00	3
Booster Display	100	90.00	85.00	4
Booster Pack	3.00	2.99	2.95	1
Typical Common	0.20	0.10	0.10	1
Typical Uncommon	1.00	0.50	0.50	

URZA'S DESTINY

Complete Set	\$130	\$125	\$100	4
Booster Pack	3.00	2.99	2.95	3
Typical Common	0.20	0.10	0.10	1
Typical Uncommon	1.00	0.75	0.50	

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MAGIC

The Gathering

ITEM		High	Med	Low	TR +/-	ITEM		High	Med	Low	TR +/-	ITEM		High	Med	Low	TR +/-	ITEM		High	Med	Low	TR +/-
Goblin Marshal	R	4.00	4.00	3.00	5	Tethered Griffin	R	19.95	15.00	10.00	4	Puppet's Verdict	R	4.00	4.00	2.75	4	Mountain	C	4.00	3.00	2.00	1
Heart Warden	C	0.25	0.10	0.10	1	Thieving Magpie	U	10.00	7.00	5.00	4	Ramson's Sky Marshal	R	4.00	4.00	3.00	4	Natural Affinity	R	15.00	15.00	12.00	5
Impatience	R	4.00	3.00	2.95	3	Thorn Elemental	R	25.00	20.00	12.00	5	Rapelling Scouts	R	4.00	4.00	3.00	3	Nether Spirit	R	15.00	13.00	12.00	4
Junk Diver	R	4.00	3.00	3.00	3	Thran Dymare	U	8.00	6.00	5.00	4	Reverent Mantra	R	4.00	4.00	2.50	4	Notorious Assassin	R	15.00	15.00	10.00	5
Keldon Vandal	C	0.25	0.10	0.10	1	Thran Golem	U	20.00	15.00	10.00	4	Rishadan Brigand	R	4.00	4.00	2.50	3	Overtaker	R	15.00	15.00	11.00	5
Master Healer	R	4.00	3.00	3.00	3	Treachery	R	25.00	19.95	15.00	4	Rishadan Pawnshop	R	4.00	3.50	3.00	3	Pangosaur	R	15.00	13.00	11.00	5
Masticore	R	11.00	10.00	7.00	3	Urza's Incubator	R	20.00	15.00	10.00	4	Rishadan Port	R	10.00	8.00	4.00	2.00	Plains	R	15.00	13.00	11.00	5
Metallworker	R	4.00	4.00	3.00	4	Wake of Destruction	R	20.00	18.00	10.00	4	Rushwood Elemental	R	6.00	5.00	4.00	5	Power Matrix	R	18.00	15.00	11.00	5
Opalescence	R	5.00	4.00	3.00	5	Yavimaya Hollow	R	20.00	15.00	12.00	4	Sand Squid	R	4.00	4.00	3.00	3	Pulverize	R	15.00	13.00	10.00	4
Opposition	R	5.00	5.00	4.00	3	Yavimaya's Bargain	R	35.00	25.00	17.00	5	Saprazzan Balliff	R	4.00	3.50	3.00	3	Puppet's Verdict	R	15.00	12.00	10.00	5
Pattern of Rebirth	R	4.50	4.00	3.00	3						Saprazzan Heir	R	4.00	4.00	3.00	3	Ramson's Sky Marshal	R	15.00	12.00	10.00	5	
Phyrexian Negator	R	5.00	4.50	3.50	4						Security Detail	R	4.00	3.00	2.50	3	Rapelling Scouts	R	15.00	13.00	10.00	4	
Plow Under	R	5.00	4.00	3.00	3						Sesmic Mage	R	5.00	4.00	3.00	4	Reverent Mantra	R	15.00	13.00	10.00	5	
Powder Keg	R	8.00	6.50	5.00	4	Complete Set	\$250	\$250	\$200	3	Silent Assassin	R	4.00	4.00	3.00	4	Rishadan Brigand	R	15.00	12.00	10.00	4	
Rapid Decay	R	5.00	3.00	3.00	3	Booster Pack	\$29	329	3.00	4	Skull of Ramos	R	4.00	4.00	3.00	4	Rishadan Pawnshop	R	15.00	13.00	10.00	4	
Revenant's Rage	C	0.25	0.10	0.10	1	100	95.00	90.00	3	Spiritual Focus	R	4.00	4.00	3.00	4	Rishadan Port	R	25.00	23.00	15.00	5		
Rayne, Academy Chancellor	R	5.00	4.00	3.00	4	Tournament Deck	10.00	9.99	9.49	3	Spontaneous Generation	R	4.50	4.00	3.00	5	Rushwood Elemental	R	20.00	18.00	12.00	5	
Reckless Abandon	C	0.25	0.10	0.10	1	Tournament Display	10.5	98.00	90.00	3	Squee, Goblin Nabob	R	10.00	8.00	4.75	5	Sand Squid	R	15.00	12.00	10.00	4	
Repercussion	R	4.00	3.00	3.00	3	Typical Common	0.25	0.10	0.10	1	Squeeze	R	4.00	4.00	3.00	4	Saprazzan Balliff	R	15.00	13.00	10.00	4	
Replenish	R	5.00	5.00	4.00	4	Typical Uncommon	1.00	0.75	0.50	1	Statecraft	R	5.00	4.00	3.00	4	Saprazzan Heir	R	15.00	13.00	10.00	4	
Rofellos's Gift	C	0.25	0.10	0.10	1						Tectonic Break	R	4.00	4.00	3.00	4	Security Detail	R	15.00	12.00	10.00	4	
Rofellos, Llanowar Emissary	R	6.00	5.00	4.00	4	Aerial Caravan	R	\$4.00	\$4.00	\$3.50	1	Territorial Dispute	R	4.00	4.00	3.00	4	Sesmic Mage	R	18.00	15.00	10.00	5
Scent of Cinder	C	0.25	0.10	0.10	1	Armistice	R	4.00	3.00	2.50	3	Thieving Wumpus	R	4.00	4.00	3.00	4	Silent Assassin	R	15.00	14.00	10.00	5
Scent of Ivy	C	0.25	0.10	0.10	1	Assembly Hall	R	4.00	3.50	3.00	4	Thrashing Unicorn	R	5.00	4.00	3.00	4	Skull of Ramos	R	15.00	13.00	10.00	5
Scent of Jasmine	C	0.25	0.10	0.10	1	Battering Table	R	4.00	4.00	3.00	4	Tooth Kraken	R	5.50	5.00	4.00	5	Soothsaying	U	7.00	5.00	5.00	2
Scent of Nightshade	C	0.25	0.10	0.10	1	Battle Squadron	R	4.00	4.00	3.00	5	Tidhi of Ramos	R	4.00	4.00	3.00	4	Spiritual Focus	R	15.00	13.00	10.00	5
Scrying Glass	R	4.00	3.00	3.00	3	Bifurcate	R	4.00	4.00	3.00	5	Tower of the Magistrate	R	4.00	4.00	2.50	4	Spontaneous Generation	R	15.00	15.00	11.00	5
Skittering Horror	C	0.25	0.10	0.10	1	Black Market	R	4.00	4.00	3.00	4	Trade Routes	R	5.00	4.00	3.00	4	Squee, Goblin Nabob	R	35.00	25.00	15.00	5
Storage Matrix	R	4.50	4.00	3.00	4	Blood Hound	R	4.00	3.50	3.00	3	Two-Headed Dragon	R	10.00	8.00	6.00	5	Squeeze	R	15.00	14.00	10.00	5
Temporal Adept	R	5.00	4.00	4.00	4	Blood Death	R	4.00	4.00	3.00	4	Unmask	R	5.00	4.00	3.50	4	Statecraft	R	15.00	13.00	10.00	5
Tethered Griffin	R	4.50	4.00	3.00	4	Bribery	R	4.00	4.00	3.00	5	Unnatural Hunger	R	4.00	4.00	3.00	4	Stone Rain	C	5.00	3.00	2.00	1
Thorn Elemental	R	7.00	6.00	5.00	5	Call of the Hunt	R	8.00	5.00	4.00	5	Vernal Equinox	R	4.00	4.00	3.00	4	Swarm	C	4.00	3.00	2.00	1
Thran Golem	R	5.00	4.00	3.00	4	Cateran Overlord	R	4.00	4.00	3.00	4	Vine Dryad	R	4.00	4.00	3.00	4	Tectonic Break	R	15.00	15.00	12.00	5
Tormented Angel	C	0.25	0.10	0.10	1	Cateran Slayer	R	4.50	4.00	3.00	4	Wave of Reckoning	R	4.00	4.00	3.00	5	Territorial Dispute	R	15.00	13.00	10.00	5
Treachery	R	7.00	5.00	4.50	4	Cave-In	R	5.00	4.00	3.00	5	Worry Beads	R	4.00	4.00	3.00	5	Thieves' Auction	R	15.00	15.00	10.00	5
Twisted Experiment	C	0.25	0.10	0.10	1	Charisma	R	5.00	4.00	3.00	5					Thrashing Wumpus	R	20.00	15.00	13.00	5		
Urza's Incubator	R	4.00	4.00	3.00	3	Chie-Arrim Alchemist	R	4.00	4.00	3.00	3	Complete Set	\$2,000	\$1,500	\$1,500	1	Thwart	U	7.50	5.00	5.00	2	
Wake of Destruction	R	5.00	4.00	3.00	4	Chie-Arrim Bruiser	R	4.00	4.00	3.00	3	Typical Common	3.00	3.00	2.00	1	Tooth Kraken	R	18.00	15.00	10.00	5	
Wall of Glass	C	0.25	0.10	0.10	1	Chie-Manno, Revolutionary	R	5.00	4.00	3.00	5					Tooth of Ramos	R	15.00	13.00	10.00	5		
Yavimaya Hollow	R	5.00	4.50	3.50	4	Clear the Land	R	4.00	4.00	3.00	4					Tower of the Magistrate	R	15.00	12.00	10.00	5		
Yavimaya's Bargain	R	8.00	8.00	6.00	5										Trade Routes	R	15.00	13.00	10.00	5			

MERCADIAN MASQUES

Complete Set	\$250	\$250	\$200	3	
Booster Pack	3.29	3.29	3.00	4	
Booster Display	100	95.00	90.00	4	
Tournament Deck	10.00	9.99	9.49	3	
Tournament Display	105	98.00	90.00	3	
Typical Common	0.25	0.10	0.10	1	
Typical Uncommon	1.00	0.75	0.50	1	
Aerial Caravan	R	\$4.00	\$4.00	\$3.00	4
Armistice	R	4.00	3.00	2.50	3
Assembly Hall	R	4.00	3.50	3.00	4
Bargaining Table	R	4.00	4.00	3.00	4
Battle Squadron	R	4.00	4.00	3.00	5
Bifurcate	R	4.00	4.00	3.00	5
Black Market	R	4.00	4.00	3.00	4
Blood Hound	R	4.00	3.50	3.00	3
Blood Oath	R	4.00	4.00	3.00	4
Brawl	R	4.00	4.00	3.00	5
Bribery	R	8.00	5.00	4.00	5
Caller of the Hunt	R	4.00	4.00	3.00	4
Cateran Overlord	R	5.00	4.00	3.00	5
Cateran Slaver	R	4.50	4.00	3.00	4
Cave-In	R	5.00	4.00	3.00	5
Charmisa	R	5.00	4.00	3.00	5
Cho-Arim Alchemist	R	4.00	4.00	3.00	3
Cho-Arim Bruiser	R	4.00	4.00	3.00	3
Cho-Manna, Revolutionary R	5.00	4.00	3.00	3	1
Clear the Land	R	4.00	4.00	3.00	4

MERCADIAN MASQUES FOIL

Complete Set	\$2,000	\$1,500	\$1,500	1
Typical Common	3.00	3.00	2.00	1
Typical Uncommon	6.00	5.00	5.00	1

Aerial Caravan	R	\$15.00	\$15.00	\$10.00	5	2.00
Armistice	R	15.00	13.00	10.00	4	1.00
Assembly Hall	R	15.00	14.00	10.00	5	1.00
Bargaining Table	R	15.00	15.00	10.00	5	1.00
Battle Squadron	R	15.00	15.00	10.00	5	1.00
Bifurcate	R	15.00	15.00	10.00	5	1.00
Black Market	R	15.00	13.00	10.00	5	1.00
Blood Hound	R	15.00	13.00	10.00	4	1.00
Blood Oath	R	15.00	13.00	10.00	5	1.00
Brawl	R	15.00	15.00	10.00	5	1.00
Bribery	R	25.00	20.00	15.00	5	1.00
Caller of the Hunt	R	15.00	15.00	10.00	5	1.00
Cateran Overlord	R	18.00	15.00	12.00	5	1.00
Cateran Slaver	R	15.00	13.00	12.00	5	1.00
Cave-In	R	18.00	15.00	12.00	5	2.00
Charisma	R	20.00	15.00	12.00	5	1.00
Cho-Arim Alchemist	R	15.00	12.00	10.00	4	2.00
Cho-Arim Bruiser	R	15.00	15.00	10.00	4	2.00
Cho-Manna, Revolutionary	R	20.00	15.00	10.00	5	1.00
Clear the Land	R	15.00	13.00	10.00	5	1.00
Collective Unconscious	R	18.00	15.00	10.00	5	1.00
Common Cause	R	15.00	15.00	10.00	5	2.00
Conspiracy	R	16.00	15.00	10.00	5	1.00
Cornered Market	R	15.00	13.00	10.00	5	1.00
Corrupt Official	R	15.00	13.00	10.00	4	1.00
Cowardice	C	8.00	3.00	2.00	1	1.00
Crackdown	R	15.00	13.00	10.00	5	1.00
Crag Saurian	R	15.00	13.00	10.00	5	1.00
Crumpled Scales	R	15.00	13.00	10.00	5	1.00
Crumbling Sanctuary	R	15.00	14.00	10.00	5	1.00
Dark Ritual	C	8.00	3.00	2.00	1	1.00
Deepwinder	R	15.00	15.00	10.00	5	1.00
Deepwood Elder	R	15.00	13.00	10.00	4	1.00
Debraich	R	20.00	15.00	12.00	5	1.00
Disenchant	C	5.00	3.00	2.00	1	1.00
Distorting Lens	R	15.00	14.00	11.00	5	1.00
Dust Bowl	R	20.00	18.00	15.00	5	1.00
Embarge	R	15.00	15.00	10.00	4	2.00
Erthizen	R	15.00	13.00	10.00	4	1.00
Extortion	R	15.00	13.00	10.00	4	1.00
Extravagant Spirit	R	15.00	12.00	10.00	5	1.00
Eye of Ramos	R	15.00	15.00	11.00	5	1.00
Falling Manticore	R	15.00	13.00	10.00	4	1.00
Food Chain	R	15.00	14.00	10.00	5	1.00
Forced March	R	16.00	15.00	12.00	5	2.00
Forest	C	4.00	3.00	2.00	1	1.00
Foster	R	15.00	15.00	10.00	5	2.00
Fountain Watch	R	15.00	15.00	10.00	5	2.00
Game Preserve	R	15.00	15.00	10.00	5	2.00
General's Regalia	R	15.00	13.00	10.00	4	1.00
Horn of Ramos	R	15.00	13.00	10.00	5	3.00
High Market	R	15.00	15.00	11.00	5	1.00
Honor the Fallen	R	15.00	15.00	11.00	5	1.00
Horn of Plenty	R	15.00	13.00	10.00	5	1.00
Horn of Ramos	R	15.00	13.00	10.00	5	2.00
Hunted Wumpus	U	7.00	5.00	5.00	2	1.00
Instigator	R	15.00	13.00	10.00	4	1.00
Island	C	4.00	3.00	2.00	1	1.00
Jewelry	R	20.00	15.00	12.00	5	1.00
Jewell Queen	R	18.00	15.00	10.00	5	1.00
Kam's Touch	R	15.00	13.00	10.00	4	1.00
Kyren Archive	R	15.00	14.00	10.00	5	1.00
Kyren Toy	R	15.00	15.00	10.00	5	1.00
Lava Runner	R	15.00	15.00	10.00	5	1.00
Liability	R	15.00	12.00	10.00	4	1.00
Lithophage	R	15.00	12.00	10.00	5	1.00
Magistrate's Scepter	R	18.00	15.00	10.00	5	1.00
Megetherium	R	15.00	13.00	10.00	5	1.00
Mercadian Altar	R	15.00	15.00	10.00	5	1.00
Mercadian Ritual	R	15.00	13.00	10.00	5	1.00
Misdirection	R	15.00	15.00	10.00	5	1.00
Misdirection	R	25.00	18.00	10.00	5	1.00
Muskee Cape	R	15.00	15.00	10.00	5	1.00

ITEM	High	Med	Low	TR	+/	ITEM	High	Med	Low	TR	+/	ITEM	High	Med	Low	TR	+/	ITEM	High	Med	Low	TR	+/
Divining Witch	R	15.00	13.00	10.00	4	Celestial Convergence	R	4.50	4.00	3.00	4	Alexi's Cloak	C	2.00	2.00	1.50		Sword Dancer	U	5.00	5.00	4.00	
Dominate	U	5.50	5.00	4.00	2	Chimeric Idol	U	0.80	0.50	0.50	1	Aura Fracture	C	2.00	2.00	1.50		Task Mage Assembly	R	12.00	12.00	10.00	5
Eye of Yawgmoth	R	15.00	12.00	10.00	4	Citadel of Pain	U	0.80	0.50	0.50	1	Avatar of Fury	R	18.00	15.00	14.00	5	Thrasher Beast	C	2.00	2.00	1.50	
Flowstone Overseer	R	15.00	13.00	10.00	4	Coffin Puppets	U	4.00	3.00	3.00	3	Avatar of Hope	R	18.00	15.00	14.00	5	Thrasher	C	2.00	2.00	1.50	
Flowstone Slide	R	15.00	13.00	10.00	4	Copper-Leaf Angel	R	6.00	5.00	5.00	4	Avatar of Might	R	18.00	15.00	14.00	5	Trenching Steed	C	2.00	2.00	1.50	2
Kill Switch	R	15.00	13.00	10.00	4	Deceiving Wind	R	6.00	5.00	5.00	4	Avatar of Will	R	18.00	15.00	14.00	5	Troublesome Spirit	R	13.00	12.00	10.00	5
Kor Haven	R	20.00	15.00	13.00	5	Dual Nature	R	5.00	4.00	3.00	4	Avatar of Woe	R	25.00	22.00	16.00	5	Verdant Field	U	5.00	5.00	4.00	
Laccolith Titan	R	15.00	13.00	10.00	5	Elephant Resurgence	R	4.00	3.00	3.00	2	Barbed Field	U	5.00	5.00	4.00		Veteran Brawlers	U	12.00	12.00	10.00	5
Lin Sivv, Defiant Hero	R	25.00	18.00	13.00	5	Fickle Effort	R	4.00	3.00	2.50	2	Blessed Wind	R	15.00	12.00	10.00	5	Vintara Elephant	C	2.00	2.00	1.50	
Mana Cache	R	15.00	12.00	10.00	4	Forgotten Harvest	R	4.00	3.00	2.50	2	Bog Elemental	R	12.00	11.00	10.00	5	Vintara Snapper	C	2.00	2.00	1.50	
Massacre	U	6.00	5.00	4.00	2	Greel, Mind Raker	R	6.00	5.00	4.00	4	Bog Glider	C	2.00	2.00	1.50		Vitalizing Wind	R	18.00	15.00	10.00	5
Moggcatcher	R	15.00	13.00	10.00	4	Heightened Awareness	R	5.00	4.00	4.00	4	Branded Brawlers	C	2.00	2.00	1.50		Wall of Vipers	U	5.00	5.00	4.00	
Murderous Betrayal	R	15.00	12.00	10.00	4	Infemal Genesis	R	4.00	4.00	3.00	3	Brutal Suppression	U	5.00	5.00	4.00		Well of Discovery	R	12.00	11.00	10.00	5
Oracle's Attendants	R	15.00	12.00	10.00	4	Jeweled Spirit	R	4.00	4.00	3.00	3	Calming Verse	C	2.00	2.00	1.50		Well of Life	U	5.00	5.00	4.00	
Overlaid Terrain	R	18.00	14.00	10.00	4	Jorael, Empress of Beasts	R	6.00	5.00	4.00	5	Celestial Convergence	R	13.00	12.00	10.00	5	Whip Sergeant	U	5.00	5.00	4.00	
Pack Hunt	R	15.00	12.00	10.00	4	Keldon Battlewagon	R	4.00	4.00	3.00	3	Chilling Apparition	U	5.00	5.00	4.00		Whipstitched Zombie	C	2.00	2.00	1.50	
Pain Moon	R	15.00	12.00	10.00	4	Keldon Firebombs	R	4.00	4.00	3.00	3	Chimeric Idol	U	5.00	5.00	4.00		Wild Night	C	2.00	2.00	1.50	
Parallax Inhibitor	R	15.00	13.00	10.00	4	Lathula, Keldon Overseer	R	5.00	5.00	4.00	4	Citadel of Pain	U	5.00	5.00	4.00		Windscooter	U	5.00	5.00	4.00	
Parallax Nexus	R	15.00	13.00	10.00	4	Mageta the Lion	R	8.00	6.00	5.00	4	Coastal Homelaw	C	2.00	2.00	1.50		Wing Storm	U	5.00	5.00	4.00	
Parallax Tide	R	18.00	15.00	12.00	5	Mercenary Informer	R	4.00	4.00	3.00	3	Coffin Puppets	R	12.00	11.00	10.00	5	Wintermoon Mesa	R	12.00	10.00	10.00	4
Parallax Wave	R	20.00	15.00	13.00	5	Mirror Strike	U	0.80	0.50	0.50	1	Copper-Leaf Angel	R	14.00	12.00	10.00	5	Withdraw	C	2.00	2.00	1.50	
Predator, Flagship	R	18.00	15.00	13.00	5	Mungha Wurm	U	0.80	0.50	0.50	1	Daeba	U	5.00	5.00	4.00		Zerapa Minotaur	C	2.00	2.00	1.50	
Rathi's Edge	R	18.00	15.00	10.00	4	Nakaya Shade	U	0.80	0.50	0.50	1	Death Charmer	C	2.00	2.00	1.50							
Rathi Assassin	R	15.00	13.00	10.00	4	Noxious Field	U	0.90	0.50	0.50	2	Denying Wind	R	18.00	15.00	10.00	5						
Rhox	R	20.00	15.00	12.00	5	Overburden	R	4.00	3.00	2.50	3	Despol	C	2.00	2.00	1.50							
Rising Waters	R	18.00	14.00	10.00	4	Plague Wind	R	6.00	5.00	4.00	4	Devastate	C	2.00	2.00	1.50							
Rootwater Thief	R	25.00	18.00	12.00	5	Psychic Theft	R	4.00	4.00	3.00	3	Diving Griffin	C	2.00	2.00	1.50							
Saproling Burst	R	18.00	14.00	10.00	4	Quicksilver Wall	U	0.90	0.50	0.50	2	Dual Nature	R	12.00	12.00	10.00	4						
Saproling Cluster	R	15.00	13.00	10.00	4	Rebel Informer	R	5.00	4.00	3.50	4	Endrigger's Revel	U	5.00	5.00	4.00							
Seahunter	R	15.00	13.00	10.00	4	Reveille Squad	U	0.80	0.50	0.50	1	Entangler	U	5.00	5.00	4.00							
Shrieking Mogg	R	15.00	12.00	10.00	4	Rhystic Cave	U	0.90	0.50	0.50	2	Excavation	U	5.00	5.00	4.00							
Sivvi's Valor	R	15.00	12.00	10.00	3	Rhystic Syphon	U	0.90	0.50	0.50	2	Excise	C	2.00	2.00	1.50							
Skyshroud Behemoth	R	18.00	15.00	10.00	5	Rhystic Tutor	R	6.00	6.00	5.00	4	Fault Riders	C	2.00	2.00	1.50							
Skyshroud Poacher	R	15.00	13.00	10.00	3	Samite Sanctuary	R	4.00	3.00	2.50	2	Fen Stalker	C	2.00	2.00	1.50							
Splintered Serpent	R	15.00	12.00	10.00	3	Search for Survivors	R	4.00	3.00	3.00	3	Fickle Effort	R	12.00	11.00	10.00	5						
Spiritual Asylum	R	17.00	13.00	10.00	3	Searing Wind	R	5.00	5.00	4.00	4	Flameshot	U	5.00	5.00	4.00							
Stronghold Gambit	R	15.00	12.00	10.00	3	Sheltering Prayers	R	4.00	3.50	2.50	2	Play	C	2.00	2.00	1.50							
Tangle Wire	U	15.00	13.00	10.00	3	Shrouded Serpent	R	4.00	4.00	3.00	3	Flowering Field	U	5.00	5.00	4.00							
Terrain Generator	U	5.50	5.00	4.00	2	Spikeball Drake	U	0.90	0.50	0.50	2	Fat	U	5.00	5.00	4.00							
Viasling	U	8.00	5.00	5.00	2	Squirrel Wrangler	R	7.00	5.00	4.00	5	Forgotten Harvest	R	12.00	11.00	10.00	5						
Voloth the Fallen	R	20.00	15.00	13.00	5	Sunken Field	U	0.90	0.50	0.50	2	Glittering Lion	U	5.00	5.00	4.00							
						Task Mage Assembly	R	4.00	3.00	3.00	2	Glittering Lynx	C	2.00	2.00	1.50							
						Troublesome Spirit	R	4.00	4.00	2.50	3	Greel, Mind Raker	R	15.00	15.00	11.00	5						
						Veteran Brawlers	R	5.00	4.00	3.00	3	Greel's Caress	C	2.00	2.00	1.50							
						Vitalizing Wind	R	6.00	5.00	4.50	4	Gulf Squid	C	2.00	2.00	1.50							
						Wall of Vipers	U	0.80	0.50	0.50	1	Hazy Homunculus	C	2.00	2.00	1.50							
						Well of Discovery	R	4.00	4.00	2.50	3	Heightened Awareness	R	15.00	12.00	10.00	5						
						Well of Life	U	0.90	0.50	0.50	1	Hollow Warrior	U	5.00	5.00	4.00							
						Wintermoon Mesa	R	4.00	3.00	2.50	2	Infemal Genesis	R	12.00	11.00	10.00	5						
											Inflame	C	2.00	2.00	1.50	1							
											Jeweled Spirit	R	12.00	11.00	10.00	5							
											Jorael, Empress of Beasts	R	18.00	15.00	11.00	5							
											Jorael's Favor	C	2.00	2.00	1.50								
											Keldon Arsonist	U	5.00	5.00	4.00								
											Keldon Battlewagon	R	12.00	11.00	10.00	5							
											Keldon Berserker	C	2.00	2.00	1.50								
											Keldon Firebombs	R	12.00	12.00	10.00	5							
											Lathula, Keldon Overseer	R	15.00	15.00	12.00	5							
											Lathula's Orders	C	2.00	2.00	1.50								
											Lesser Gargadon	U	5.00	5.00	4.00								
											Living Terrain	U	5.00	5.00	4.00								
											Mageta the Lion	R	25.00	18.00	10.00	5							
											Mageta's Boon	C	2.00	2.00	1.50								
											Mana Vipers	U	5.00	5.00	4.00								
											Marsh Boa	C	2.00	2.00	1.50								
											Mercenary Informer	R	13.00	12.00	10.00	5							
											Mine Bearer	C	2.00	2.00	1.50								
											Mirror Strike	U	5.00	5.00	4.00								
											Mungha Wurm	R	12.00	11.00	10.00	5							
											Nakaya Shade	U	5.00	5.00	4.00								
											Noxious Field	U	5.00	5.00	4.00								
											Overburden	U	5.00	5.00	4.00								
											Outbreak	R	12.00	11.00	10.00	5							
											Panic Attack	C	2.00	2.00	1.50								
											Pit Raptor	C	5.00	5.00	4.00								
											Plague Wind	C	2.00	2.00	1.50								
											Psychic Theft	R	18.00	15.00	10.00	5							